



# BENEFON TRACK ONE Owner's Manual

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Publication number: YZ2618-1

# DECLARATION OF CONFORMITY

Mediante el presente documento, Benefon declara que este teléfono móvil, del tipo TGP79EE, satisface los requisitos esenciales y todas las demás disposiciones pertinentes de la Directiva 1999/5/EC.

Benefon Oyj erklærer herved, at denne mobiltelefon af typen TGP79EE er i overensstemmelse med de væsentlige krav og andre relevante bestemmelser i Directive 1999/5/EC.

Hiermit erklärt Benefon Oyj, daß dieses Mobiltelefon vom Typ TGP79EE die wesentlichen Anforderungen und andere relevante Bestimmungen der Richtlinie 1999/5/EC erfüllt.

Με το παρόν, η Benefon Oyj δηλώνει ότι αυτό το κινητό τηλέφωνο, τύπου TGP79EE, συμμορφώνεται με τις ουσιαστικές απαιτήσεις και άλλους σχετικούς όρους της Οδηγίας 1999/5/EC.

Hereby, Benefon Oyj declares that this mobile phone, type TGP79EE, is in compliance with the essential requirements and other relevant provisions of Directive 1999/5/EC.

Benefon Oyj déclare par les présentes que ce téléphone mobile, de type TGP79EE, est conforme aux exigences essentielles et aux dispositions correspondantes de la Directive européenne 1999/5/EC.

Benefon Oyj dichiara che questo modello di telefono cellulare, tipo TGP79EE, risponde alle principali specifiche e misure previste dalla Direttiva 1999/5/EC.

Bij deze verklaart Benefon Oyj dat deze mobiele telefoon, type TGP79EE, voldoet aan de voornaamste eisen en andere relevante voorwaarden van Richtlijn 1999/5/EC.

A Benefon Oyj declara pela presente que este telemóvel, do tipo TGP79EE, está em conformidade com os requisitos essenciais e outras disposições relevantes da Directiva 1999/5/EC.


Benefon Oyj vakuuttaa, että tämä matkapuhelin, tyyppiä TGP79EE, on direktiivin 1999/5/EC olennaisten vaatimusten ja muiden asianomaisten määräysten mukainen.

Härmed förklarar Benefon Oyj att denna mobiltelefon, typ TGP79EE, överensstämmer med de grundläggande kraven och andra relevanta bestämmelser i Direktiv 1999/5/EC.


**Manufacturer:** Benefon OYJ, P. O.Box 84  
24101 Salo, Finland

# QUICK GUIDE







## POWER ON:

- Press the top side key  for a few seconds.



## POWER OFF:



- Press the top side key  for a few seconds.


## EMERGENCY CALL:

- Press  **SOS** and  **OK**.
- Another way: Press  **SOS**. Key in the emergency number and press  or  **OK**.
- Third way: Key in the emergency number and press .





## MAKING A CALL:

- Call directly by keying in the number (including the area code) and pressing  or
- Recall the number from redial memory by first pressing , scrolling the desired


number with the help of  and finally pressing  or

- Call directly to the number last dialled by pressing  twice or
- Quick dial the phone number by selecting the memory slot number between 2 and 9 and pressing the corresponding numeric key for a few seconds or
- Use the **Phone book**, **Messages** or **Recent calls** menus for recalling numbers and making calls.


## ANSWERING A CALL:


- Press .
- If the **Anykey answer** is set on, you can also answer by pressing ,  or .

## ENDING A CALL:



- End the call by pressing .

## IGNORING A CALL:



- If you do not want to answer an incoming call, press .

- You can turn the alarm off by pressing  **QUIET**.





### ADJUSTING EARPIECE VOLUME:

- You can adjust the earpiece volume **during a call** by pressing the side keys  .


### ADJUSTING KEYTONE VOLUME:

- You can adjust the keytone volume when the phone is in **stand-by mode** by pressing the side keys  .


### MUTING MICROPHONE DURING A CALL:

- Press  **MENU** and enter the **Call management** menu by pressing  **SELECT**. Find **Mute/Mute off** with the help of  and press  **SELECT**.







### CORRECTING ERRORS:

- Correct errors by pressing  **CLEAR**.



### CLEARING THE DISPLAY:

- Press  **CLEAR** for a few seconds.






### TURNING THE KEYLOCK ON/OFF:



- In stand-by mode, enter the quick menu by pressing  once, lock the keypad by pressing  **LOCK**. Display shows . You can only answer a call by pressing .
- Open the keylock by pressing  **OPEN** and  **OPEN**.

### TURNING THE SILENT ALERT ON:

- In stand-by mode, press  for a few seconds until environment list will be displayed. Select the option **Silent** by pressing  **SELECT**.






### USING MENU FUNCTIONS:

1. In stand-by mode, enter the main menu by pressing  **MENU**, the memo by pressing  **MEMO** or the quick menu by pressing .
2. The menu symbols are displayed in the upper row. Scroll the functions with the help of . To choose one of these menus, press the needed command, e.g.  **SELECT**, and you will enter the sub-menus of this menu.

3. Press  **QUIT** to return to the previous menu level. You can return directly to stand-by mode from all menu levels by pressing .







During a call, menus function the same way as described above.

### **LISTENING TO THE MESSAGES LEFT ON YOUR VOICEMAIL SERVICE:**

- Press  **MEMO** and enter the **Messages** menu by pressing  upwards and  **SELECT**. Find **Call voicemail** with the help of  and press  **CALL**.


### **READING A (NEW) SHORT MESSAGE:**











When you receive a new message, the phone alerts and displays an envelope.

1. Enter the **Messages** menu by first pressing  **MEMO** and  upwards and  **SELECT**. Open **Incoming messages** by pressing  **SELECT**.
2. Select a message with the help of . Unread messages are displayed at the top of the list and marked with a closed envelope (.

3. Press  **READ**.

### **EMPTYING THE SHORT MESSAGE MEMORY:**

A flashing envelope () in the display is a sign of error in receiving the latest short message. In most cases it means your message memory is full: you cannot receive new messages until deleting some old ones.

1. Press  **MEMO**, and enter the **Messages** menu by pressing  upwards and  **SELECT**.
2. Find **Incoming messages** (or  **Own messages**) and press  **SELECT**.
3. Find the message which you wish to remove with the help of . Press  **SELECT**. (By selecting **Delete all** you can delete all messages displayed in the list at once.)
4. Find **Delete** with  and press  **SELECT**. Verify deletion by pressing  **DELETE**.

### Clearing a postponed message:

You have several ways to get rid of a postponed message.

- You can send it to someone, as such.
- You can open the message, edit or re-write it and then send it to someone.

If you do not want to send anything, do as follows:

1. First open the postponed message by highlighting it and pressing **OK**.
2. Press **SELECT**. Highlight **Send and save** and press **SELECT**.
3. Press **QUIT** twice. Remove the digits by pressing **CLEAR**. Finally press **QUIT**.

### KEY FUNCTIONS FOR THE T9 SHORT MESSAGES:

key	function	display shows
<b>*</b>	verify the word and make space	cursor moving forward
<b>1%</b>	turn the T9 mode on/off	<b>T9</b>
<b>#</b>	change the character forms	<b>ABC, abc, 123</b>
<b>1%</b> 1-2 sec.	change the language	available languages
<b>OK</b>	verify the compound word	
<b>0</b>	scroll the alternative words or sub-menu	selection list in the sub-menu
<b>0</b> 1-2 sec.	access the whole selection of special characters	pages 1/5, 2/5, 3/5, 4/5, 5/5 (scroll with <b>0</b> )

# CONTENTS

## INTRODUCTION..... 7

### BENEFON TRACK ONE..... 7

#### SOME KEY FEATURES ..... 7

#### About the T9 text input technology..... 8

#### Display ..... 9

#### Menus ..... 9

#### Display symbols..... 11

#### Keypad ..... 14

#### Keys ..... 14

### SAFETY AND PRECAUTIONS..... 16

#### General ..... 16

#### Radio frequency (RF) energy ..... 17

#### GPS ..... 18

#### Telematics protocol ..... 18

### VOCABULARY ..... 19

#### SIM card..... 19

#### PIN code ..... 19

#### PIN2 code ..... 19

#### PUK code..... 20

#### PUK2 code ..... 20

#### IMEI code ..... 20

#### Network code..... 20

#### Phone code..... 21

#### Security code..... 21

#### Network operator..... 21

#### Service provider ..... 22

#### Service center..... 22

## OPERATION ..... 23

### WHAT TO DO FIRST ..... 23

#### Inserting the SIM card ..... 23

#### Fitting the battery ..... 24

#### Removing the battery ..... 25

#### Inserting the rubber seal ..... 25

#### Initializing the phone..... 26

#### Turning the phone on ..... 27

#### Turning the phone off ..... 27

#### Changing the language..... 28

### MAKING A CALL..... 28

#### International calls..... 28

### REDIALLING ..... 29

### QUICK DIALLING ..... 30

### RECEIVING A CALL..... 31

#### CALL LINE IDENTIFICATION (CLI) ..... 31

#### ANSWERING A CALL ..... 31

ENDING A CALL .....	31
EMERGENCY CALLS.....	32
<b>BENEGUARD-BUTTON .....</b>	<b>33</b>
<b>SOS MESSAGES AND</b>	
<b>SOS CALLS.....</b>	<b>33</b>
CHECK LIST .....	33
SOS PROCEDURE .....	35
<b>QUICK MENU .....</b>	<b>37</b>
KEYPAD LOCK .....	37
POSITION REFRESH .....	38
ASSISTANCE CALL .....	39
ENVIRONMENT .....	39
OPTIONS DURING A CALL .....	40
Call management.....	41
NEW CALL .....	41
PICK UP A WAITING CALL .....	42
SELECT CALL .....	42
CONFERENCE CALL .....	43
END CALL.....	44
<b>MEMO .....</b>	<b>45</b>
ALPHA KEYS .....	46

<b>PHONE BOOK .....</b>	<b>48</b>
Recalling a phone number .....	49
NAME LIST .....	50
EDITING A PHONE BOOK ENTRY .....	50
DELETING A PHONE BOOK ENTRY.....	52
Storing a phone number .....	52
KEYING IN A NEW PHONE NUMBER .....	53
ADDING A NEW NUMBER	
IN THE NAME LIST .....	53
<b>RECENT CALLS .....</b>	<b>55</b>
Unanswered calls .....	55
LIST OF UNANSWERED CALLS .....	56
PROCESSING THE CALL INFORMATION	57
Received calls.....	57
LIST OF RECEIVED CALLS .....	57
PROCESSING THE CALL INFORMATION	58
Call counters.....	58
LAST CALL .....	58
TOTAL CALLS .....	58
<b>ALARM CLOCK .....</b>	<b>59</b>
EDITING ALARM SETTINGS.....	59
<b>CALENDAR.....</b>	<b>62</b>
Calendar options .....	63
VIEW DAY .....	63
DAY'S SCHEDULE .....	64
ADDING NEW ENTRIES .....	64
EDITING OR DELETING	
A CALENDAR ENTRY .....	66
ENTERING THE DATE TO VIEW .....	68



LIST OF ALL CALENDAR ENTRIES .....	69
<b>CALCULATOR .....</b>	<b>70</b>
<b>GAMES .....</b>	<b>72</b>
Wall breaker .....	72
WORM .....	73
BLASTER MASTER.....	73
TIC TAC TOE .....	74
GALACTIC GUNNER.....	74
LABYRINTH .....	75
<b>MESSAGES .....</b>	<b>76</b>
<b>Incoming messages .....</b>	<b>77</b>
RECEIVING A NEW MESSAGE .....	77
RECALLING INCOMING MESSAGES .....	77
READING A NEW MESSAGE .....	78
READING OR PROCESSING AN OLD MESSAGE .....	79
SENDING AND SAVING THE EDITED MESSAGE .....	80
<b>Own messages .....</b>	<b>84</b>
RECALLING OWN MESSAGES.....	84
READING OR PROCESSING OWN MESSAGES.....	84
SENDING AND SAVING THE MESSAGE .....	86
<b>Broadcast messages .....</b>	<b>89</b>
RECEIVING A NEW BROADCAST MESSAGE.....	90
READING A BROADCAST MESSAGE.....	90
<b>Message setup .....</b>	<b>91</b>
SMS SERVICE NUMBER .....	91
MESSAGE TYPE .....	92
MESSAGE VALIDITY .....	92

VOICEMAIL NUMBER .....	92
<b>Broadcast message setup .....</b>	<b>93</b>
ACCEPT BROADCAST MESSAGES .....	93
BASE STATION ID.....	93
BROADCAST MESSAGE TYPES .....	93
BROADCAST MESSAGE LANGUAGES .....	94
<b>Call voicemail .....</b>	<b>95</b>
<b>Writing messages.....</b>	<b>96</b>
WRITING NEW MESSAGE .....	96
RECALLING POSTPONED MESSAGE.....	97
WRITING MESSAGES WITH T9 MODE.....	97
WRITING MESSAGES WITH SPELLING MODE .....	101
SENDING AND SAVING THE WRITTEN MESSAGE .....	102
<b>SPECIAL SERVICES (SIM TOOLKIT).....</b>	<b>104</b>
<b>MAIN MENU .....</b>	<b>105</b>
<b>USING THE MAIN MENU     FUNCTIONS .....</b>	<b>105</b>
<b>TELEMATICS MENU TREE.....</b>	<b>106</b>
<b>TELEMATICS .....</b>	<b>106</b>
WHAT TO DO FIRST .....	107
Send position .....	107
Condition check .....	108
<b>SETTINGS .....</b>	<b>110</b>

<b>Editing environments</b> .....	<b>111</b>
NORMAL ENVIRONMENT .....	112
SILENT ENVIRONMENT .....	114
NOISY ENVIRONMENT .....	114
DISCREET ENVIRONMENT .....	115
CAR KIT ENVIRONMENT.....	115
NEW ENVIRONMENT.....	115
<b>Power</b> .....	<b>116</b>
POWER ON.....	116
POWER OFF.....	116
<b>Phone settings</b> .....	<b>117</b>
LANGUAGE .....	117
FONT SIZE.....	117
DISPLAY CONTRAST .....	118
DATE AND TIME.....	118
AUTOMATIC KEYLOCK.....	119
<b>Call settings</b> .....	<b>120</b>
ANYKEY ANSWER .....	120
REDIAL MEMORY .....	120
AUTOMATIC ANSWER .....	120
DIALLING PREFIX.....	121
QUICK DIALLING .....	121
<b>Telematics settings</b> .....	<b>122</b>
SOS ACTIVATION .....	122
EMERGENCY ENVIRONMENTS.....	122
CANCELLING TIME OF EMERGENCY.....	123
SERVICE USER-ID .....	124
<b>Advanced telematics settings</b> ....	<b>124</b>
EMERGENCY CENTER NUMBERS.....	124
EMERGENCY CALL NAME .....	126
EMERGENCY CONFIRMATION.....	126

SERVICE CENTER NUMBER.....	127
ASSISTANCE CALL NUMBERS .....	127
RESET TELEMATICS SETTINGS .....	128
<b>Reset default settings</b> .....	<b>128</b>
<b>SECURITY</b> .....	<b>129</b>
PIN code request .....	130
Phone code request .....	130
Security code request .....	131
Change PIN code .....	131
Change PIN2 code .....	131
Change phone code .....	132
Change network code .....	132
Change security code .....	132
Fixed Dialling Numbers (FDN) ....	132
Phone serial number (IMEI) .....	133
<b>NETWORK SERVICES</b> .....	<b>134</b>
<b>Call diversions</b> .....	<b>135</b>
DIVERT ALL CALLS .....	135
DIVERT IF BUSY.....	137
DIVERT IF NO ANSWER .....	137
DIVERT IF NOT REACHABLE.....	137
CLEAR ALL DIVERSIONS .....	137
<b>Call barrings</b> .....	<b>137</b>
BAR ALL OUTGOING CALLS.....	137
BAR OUTGOING INTERNATIONAL CALLS .....	138
BAR INTERNATIONAL OUTGOING CALLS, EXCEPT TO HOME COUNTRY ....	138

BAR ALL INCOMING CALLS.....	139
BAR INCOMING CALLS WHEN	
ROAMING .....	139
CLEAR ALL BARRINGS.....	139
Call waiting.....	139
Call cost.....	140
LAST CALL COST.....	140
TOTAL CALLS COST.....	140
MAX. COST.....	141
COST UNIT .....	143
MONEY LEFT.....	144
Network selection .....	144
GPS .....	145
Positioning the GPS antenna .....	146
GPS settings.....	146
GPS OPERATING MODE .....	147
ASSISTED GPS (AGPS).....	148
NMEA OUTPUT .....	148
Reset position .....	149
Coordinates .....	149
Satellite status .....	150
<b>BATTERY .....</b>	<b>151</b>
FITTING THE BATTERY .....	151
REMOVING THE BATTERY .....	151
BATTERY TYPES AND SIZES.....	152

TEMPERATURE .....	152
EMPTY BATTERY .....	152
MAINS CHARGER.....	153
CHARGING .....	153
Charging times .....	154
CARE AND MAINTENANCE .....	155
DISPOSAL .....	156
<b>ACCESSORIES.....</b>	<b>157</b>
MAINS CHARGER	
CMA-70-230.....	157
CIGARETTE LIGHTER	
CHARGER CCS-71-12.....	158
PORTABLE HANDS FREE EHE70.....	158
PLUG-IN HANDS FREE GMA70 .....	159
LIGHT HOLDER KGC77 .....	159
BENEWIN (NMEA).....	160
EXTERNAL GPS ANTENNA .....	161
CROSS-COUNTRY ANTENNA.....	161
BICYCLE HOLDER.....	161
BELT BAG .....	162

**APPENDIX ..... 163**

**CARE AND MAINTENANCE .....163**

**PROBLEMS YOU CAN SOLVE .....163**

**If the phone will not turn on .....163**

**Blocked SIM card .....164**

**If you lose your SIM card.....164**

**If your phone gets lost.....164**

**If your phone does not**

**function ..... 164**

**If you cannot read, store or  
modify information  
in phone book ..... 165**

**Language ..... 165**

**"Searching..." ..... 165**

**OTHER CHARACTER SETS ..... 167**

# INTRODUCTION

## BENEFON TRACK ONE



Congratulations on your purchase of the Benefon Track One, a mobile phone of high quality.

This phone is designed for use on the GSM (Global System for Mobile Communications) 900, 1800 and 900/1800 MHz Dual Band networks.

You can use your Benefon Track One in all countries

where the GSM network operators have a roaming contract with your network operator.

## SOME KEY FEATURES

- personal organizer: the phone includes calendar with reminders, clock, calculator, vibration and alarm clock with snooze
- built-in GSM data and fax modem
- Advanced safety features: Easy-to-use BeneGuard-button for emergency calls and messages, Condition check timer
- Assistance call and request
- Benefon Mobile Phone Telematics Protocol (MPTP), commands for e.g. sending and updating position, Remote configuration
- 12-channel high performance GPS receiver and some navigation features
- water- and shock-resistant
- up to 240 hours stand-by time (with 1200 mAh Li-Ion battery)
- up to 12 hours talk time (with 1200 mAh Li-Ion battery)
- size: 129 x 49 x 23 mm

- weight: 181 g (with 1200 mAh Li-Ion battery).

The high quality Benefon Track One is developed and manufactured by Benefon Oyj. Benefon is a company operating worldwide and specializing in mobile phones. The high-quality and user-friendly Benefon phones are developed and manufactured in Finland.

## About the T9 text input technology

This phone has one of the world's most developed text input software systems - T9. The T9 Text Input software (T9), is a technology for enabling rapid entry of text on reduced-key keypads - one press for each letter is enough.

On phone keypads, as well as in other reduced-key keypads, one key is assigned more than one letter or function, and selecting a letter is normally done by pressing the key however many times necessary to get the letter desired. T9 removes this ne-

cessity by using a database with a vocabulary and linguistic rules that recognizes which word you are writing.

If there is more than one word possible for the key combination, T9 will choose the most commonly used word and also allow selection from a list (for further information about T9, see [www.tegic.com](http://www.tegic.com)).

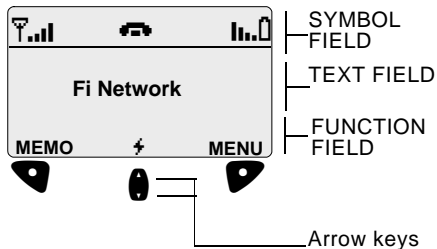


T9 is a trademark of Tegic Communications, Inc.

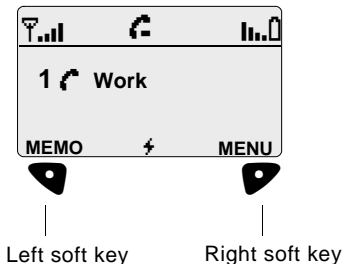
(T9 is patented under the following U.S. Patents: 5,818,437, 5,953,541, 5,187,480, 5,945,928, 6,011,554 and additional patents are pending worldwide.)

## Display

Phone in stand-by mode



Call in progress



## Menus

There are five kinds of menus, which can be displayed on the top row:

- the **main menu**, **memo** and **quick menu** in stand-by mode and
- the **quick menu** and **main menu** when a call is in progress.

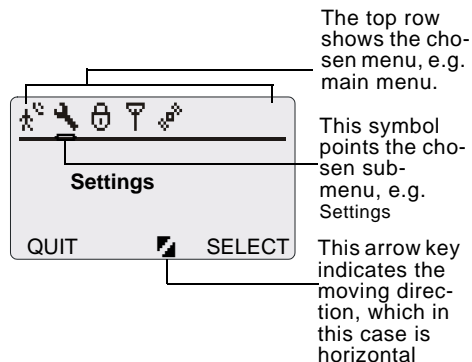
Each menu contains its own sub-menus.

Select one of the five menus as follows:






- Select the **main menu** by pressing the right soft key **MENU**.
- Select the **memo** by pressing the left soft key **MEMO**.
- Select the **quick menu** by pressing the arrow keys **↓**.

After the menu is chosen, you may select one of its sub-menus with **↓**. Enter the desired sub-menu by pressing **SELECT**.

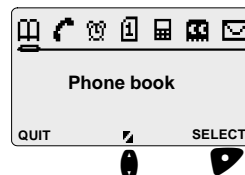
## Main menu (stand-by mode):











In stand-by mode **main menu** contains these sub-menus:

-  Telematics
-  Settings
-  Security
-  Network services
-  GPS

## Memo (stand-by mode):

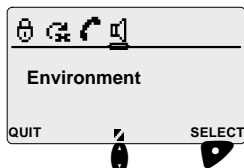


In stand-by mode **memo** contains these sub-menus





-  Phone book
-  Recent calls
-  Alarm clock
-  Calendar
-  Calculator
-  Games
-  Messages
-  Special services (SIM toolkit)



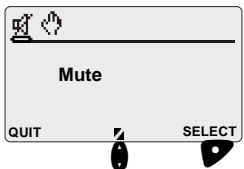
## Quick menu (stand-by mode):





In stand-by mode **quick menu** contains these sub-menus

-  Keypad
-  Position refresh
-  Assistance call
-  Environment

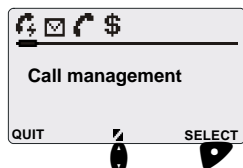
## Quick menu (call state):







During a call **quick menu** contains these sub-menus

-  Mute
-  Hands free (HF) mode


## Main menu (call state):





During a call **main menu** contains these sub-menus


-  Call management
-  Messages
-  Recent calls
-  Call cost


## Display symbols


-  Closed envelope indicates new, unread message. Flashing envelope in the stand-by mode usually indicates, the message memory is full and you cannot receive new messages or store messages of your own until deleting some old ones.


 Open envelope indicates already read message.


 T9 sign. This symbol is displayed in the upper row when you are able to write messages or save names in the phone book with T9 text input mode turned on.


 Handset down. The phone is in stand-by mode.

 Handset up. A call is in progress. When both handset symbols are invisible, the phone is outside the network's coverage area.


 Triangle. This symbol indicates roaming. It means you are in an area of a network operator other than your own.


 Keypad lock. Keypad is locked.


 Antenna and bar. The more segments displayed in the bar graph, the better the signal strength.

 Battery and bar. When the battery is nearly empty the battery symbol will



flash. The more segments displayed in the bar graph, the more charge is left in the battery.








 Bell. The calendar alarm (reminder) is switched on. If you have connected alarm to remind you of an event, this symbol will be displayed in the calendar entry in question.

 FI Country code. The code displayed depends on the area or country where the phone is used.






 Phone book. This symbol is always displayed when you use phone book functions, for example when recalling, storing and modifying.

 Alarm clock.

 Loudspeaker and slash. The silent alert is in use. You can use the **Silent environment** or edit any of the environments so that the phone stays totally silent or makes no more than beep sounds when receiving a call. When turning the "soundless" environment on,  will be displayed as

-  a sign of silence.
-  Scroll key symbols. Located on the lower side of the display. Moving in horizontal direction is possible.
-  Scroll key symbols. Located on the lower side of the display. Moving in vertical direction is possible.
-  Scroll key symbols. This symbol is displayed when the phone is in stand-by mode. Entering quick menu is possible.
-  This symbol is displayed only when using the divert **all** calls option. Incoming calls can be diverted to another phone number or to a voicemail service. The type of service will depend on your network operator.
-  The power on timer is turned on. The phone will turn on automatically, at the set time.
-  The power off timer is turned on. The phone will turn off automati-


cally, at the set time.

-  GPS is in **Full power/Low power** mode, and it has a valid position.
  -  GPS is searching for position.
  -  GPS is sleeping to save power and will automatically start searching for new position after a while. While sleeping, GPS is temporarily off.
  -  The GPS is in **Economy** mode, and it has searched and found position.
- If none of the GPS-symbols is displayed, GPS is permanently turned off.
-  Condition check timer is turned on.









## Keypad



## Keys

-  The BeneGuard (SOS) button is located on the top of the phone (please see the previous picture).

Pressing the SOS button starts the emergency procedure unless it is cancelled in time.

-  Power on/off key. Topmost side key. Pressing this key for a few seconds turns the phone off.
-   Volume keys. The keys are located on the side of the phone. During a call: Press to adjust earpiece volume. In stand-by mode: Press to adjust keytone volume.
-  Handset up. Press to make a call, answer a call and access to the redial memory.
-  Handset down. Press to disconnect the call and to return to stand-by mode in any of the menu or memo levels.
-  Numeric and alpha keys.
-  Soft keys. The function of the soft keys depends on the guiding texts on the bottom line of the display.
-  Scroll keys. Press to scroll through

the listed phone book names and menu options and to enter quick menu. Press to mute/mute off the microphone during a call.

**\*** Star. Press **\*** for a few seconds to change the language setting to English and to reset the settings back to the factory installed ones. Using this key does not affect the phone book entries. Press **\*** for a space when writing messages or writing names in phone book entry.

**#** Hash. This key is needed when using the network features. Press to switch between capital letters, small letters and numbers whenever writing messages, titles or names.

### **Special characters in dialling string**

With this phone you can also e.g. listen to the voice messages left for you in your answering machine at home. The answering

machine needs to have a remote-retrieve function.

1. First key in the home phone number.
2. When the line is connected, key in the code number of your answering machine.
3. Within a few seconds you will hear the recordings.

#### *Storing the string in the phone book:*

1. Key in your home phone number, press the **#** -key twice, (the letter P will be displayed) and key in the code number of your answering machine.
2. Store the string in the phone book normally. For further information about storing the number in phone book, please see the chapter *Memo, Phone book, Storing a phone number*.

If you wish to make a direct call to an ISDN sub-number or store the sub-number in your phone book, key in the string as fol-

lows: Key in the main phone number, press the **#**-key three times, (the letter S will be displayed) and key in the sub-number.

## SAFETY AND PRECAUTIONS

### General

• **Road traffic:** There are reasons to be concerned about traffic safety when using a mobile phone while driving a motor vehicle. While the actual risk varies greatly according to the conditions and driver, it is advisable to strictly adhere to all eventual European and national legislation and also honour other eventual safety recommendations. It is specifically advisable to install and use a hands-free operating system in a car for minimizing the distraction from using the phone. When receiving a call in an awkward driving situation, you must always put safety before other priorities and courtesy. If you feel uncomfortable about using a phone while driving, you simply should

not use it.

- **External alert:** The use of the alert device to operate a vehicle's lights or horn on public roads is not permitted.
- **Children:** Keep the phone and its accessories away from small children to avoid causing injury to themselves or others. Damage to the phone or its accessories is also thus avoided.
- **Power supplies:** This equipment is intended for use with the following power supplies: batteries BBL77N and BBL77P, mains charger CMA-70-230, and cigarette lighter charger CCS-71-12. Any other usage will invalidate any approval given to this apparatus and may be dangerous.
- **Other accessories:** Any other accessories used should also be approved by the phone manufacturer. Check the compatibility of new power supply units and other accessories at the dealer.
- **Magnetic fields:** The mobile phone contains small magnetic components. Even

though the magnetic fields of the components are weak, they might damage magnetic cards, such as bank and credit cards. We recommend that you would keep your mobile phone away from magnetic cards.

## Radio frequency (RF) energy

- **Aircrafts:** Turn your phone off before boarding any aircraft and do not use the phone while in the air, **also make sure that the automatic timer function will not activate the phone during the flight.** Besides being illegal, the use of a mobile phone in an aircraft may endanger the operation of the aircraft or disrupt the mobile network. Failure to comply with this instruction may lead to suspension or denial of mobile phone services, and possibly even legal action.
- **Hospitals:** Turn your phone off before entering hospitals or other health care facilities where medical electronic equipment may be in use. Such devices can be extremely sensitive to radio frequency

interference. Only use the phone with permission and under the instruction of hospital staff.

- **Medical devices:** Remember that any personal medical devices (such as hearing aids or pacemakers) may be affected by RF energy if they are not adequately shielded. Consult the manufacturer or vendor of the equipment to determine the proper shielding.
- **Explosive atmospheres:** Turn off the phone at refuelling points, e.g. gas stations. Also observe restrictions on the use of radio equipment in fuel depots, chemical plants or where blasting operations are in progress because remote control RF devices are often used to set off explosives.
- **Other electronic equipment:** Using the phone may cause interference with a vehicle's electronic equipment if it is not adequately shielded. Consult the manufacturer or the vehicle seller to determine the proper shielding.

- **Computers:** Remember that using the phone close to a computer may cause interference. When using your phone near such equipment keep a distance of about one meter.
- **Body parts:** When the phone is in operation do not touch the antenna with eyes, mouth or bare skin to guarantee proper function.

Also follow the country-specific regulations applicable to where you are using the phone.

## GPS

The Global Positioning System (GPS) is operated by the government of the United States, which is solely responsible for its accuracy and maintenance. The system is subject to changes that could affect the accuracy and performance of all GPS equipment.

## Telematics protocol

MPTP (Mobile Phone Telematic Protocol) enables, among other things, sending ones position to service center in emergency situations by using the Short Message Service.

After one has made a contract with the service provider, user-id is supplied and telematics functions are activated by the service provider.

**Automatically** sent telematics protocol messages are only allowed to authorised numbers, such as emergency and service center numbers. The charge of a protocol message is determined on the contract by the service provider.

Position of the phone is retrieved from GPS or by network parameters, which is a network-dependent service. The carrier for Telematics messages is an SMS-message. Deliveries of all messages is fully handled by and in the responsibility of the GSM network operator and services can vary substantially.



## VOCABULARY

This vocabulary consists of terms associated with the use of a mobile phone.

### SIM card

The SIM card supplied by your network operator contains all subscriber-related information, for example, your international mobile subscriber identity (IMSI) number. The SIM card memory can store phone numbers and names.

If your SIM card gets lost or misplaced contact your network operator immediately.

A phone without a SIM card can be used to make only emergency calls.

### PIN code

Your SIM card is protected by a PIN (Personal Identification Number) code of 4 to 8 digits. Using this code prevents unautho-

rized use of your phone and SIM card. Your PIN code is normally supplied with the SIM card.

Your phone prompts you to enter your PIN code when you turn on the phone. You can disable the PIN code request from the menu, but it is recommended you keep the request on. You can change the PIN code in the menu.

If you enter the wrong PIN code three times in a row, the SIM card will be disabled. You then must use your PUK code to enable the PIN code and the SIM card.

### PIN2 code

You need a PIN2 code for setting and resetting certain SIM functions, e.g. charge counters and limits.

The PIN2 code (4 to 8 digits) is supplied by your network operator.

If you enter the wrong PIN2 code three times in a row, the SIM card will be dis-

abled. You then must use your PUK2 code to enable the PIN2 code and the SIM card.

## PUK code

The PUK code is used to open the disabled SIM card. The 8-digit PUK code is normally supplied with the SIM card.

The SIM card will be permanently disabled after entering wrong PUK code ten times. After that only emergency calls can be made. Contact your network operator for a new SIM card.

## PUK2 code

The PUK2 code is used to open the disabled PIN2 code. The 8-digit PUK2 code is supplied with the PIN2 code.

In case your PUK2 code gets lost, contact your network operator.

## IMEI code

An IMEI (International Mobile Equipment Identity) code is used to identify the mobile phone. You will find your 15-digit IMEI code easily from the type label of the phone.

It is also recommended that you write down your IMEI code and store it in a safe place. This will help prevent unauthorized use of the phone if it gets lost or stolen.

## Network code

You need a network code for certain network services, e.g. call barring. The network code (4 digits) is supplied by your network operator.

You can set **Call barring** options and change the network code from the menu.

## **Phone code**

The phone code (4 - 8 digits) is used to prevent the unauthorized use of the phone. When the phone code request is set on in the menu the phone prompts you to enter the phone code when you turn the phone on. If you wish, you can also turn the phone code request off as well as change the phone code in the menu.

The phone code is associated with the phone itself, not with the SIM card.

The code is given by the manufacturer and provided in the sales package of the phone. Keep the code in the safe place, separate from the phone.

## **Security code**

The security code is used to protect the telematics functions and advanced telematics settings and GPS settings. When the security code request is set on in the menu, the phone prompts you to enter the securi-

ty code when you enter these functions or settings. If you wish, you can also turn the security code request off as well as change the security code in the menu.

This code is associated with the phone, not with the SIM card.

The code is given by the manufacturer or service provider.

If you enter the wrong security code five times in a row, the code will be disabled. In this case, contact your service provider to enable the code with the telematics protocol message.

## **Network operator**

An organization which maintains a mobile network providing telecommunication connections and services.

## **Service provider**

The service provider is an organization which provides telecommunication services to the users. The service provider can also be, e.g. a network operator.

## **Service center**

The service center is a private business, an organization or an authority which provides and maintains special services related to certain emergency situations, positioning and tracking.

# OPERATION

## WHAT TO DO FIRST

### Inserting the SIM card



1. Slide the SIM card holder to the right. Lift the holder into an upright position.

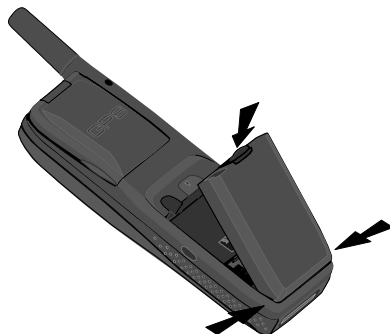


2. Insert the card into the holder. Check that the cut corner is at the lower left side of the holder.

## Fitting the battery

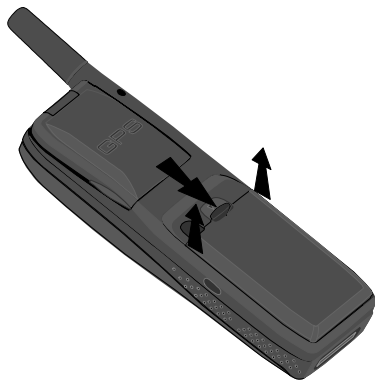


3. Close the holder by pushing it towards the phone. Slide the holder back to the left until it locks.



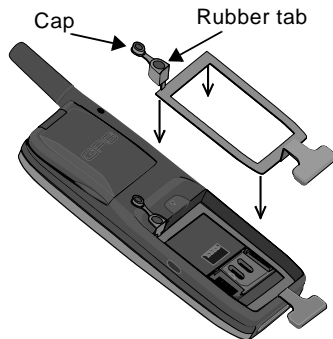
1. Place the bottom of the battery into the corners at the bottom of the phone.
2. Push the battery into the phone until it locks into place.
3. Make sure the release catch has clicked into place.

## Removing the battery



Push the release catch downwards and pull the battery carefully away from the rear of the phone.

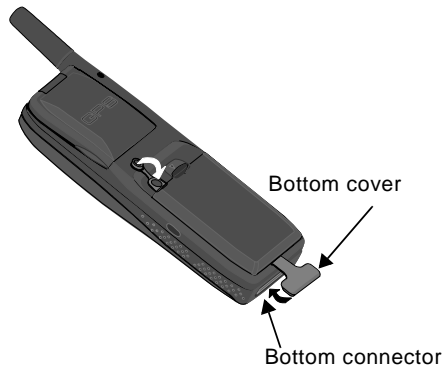
## Inserting the rubber seal



Please note that the phone is water resistant only when the rubber seal is inserted correctly in the phone.

First make sure the battery has been removed.

1. Place the rubber seal so that it lies in the bottom of the battery hole.
2. Fit the rubber tab into the recess in the upper left corner.



3. Lift the cap on the top of the rubber tab.
4. Fit the battery into place as described in the previous chapter. The idea is that the battery will be securely fastened in the battery hole.
5. Finally stuff the bottom cover into the bottom connector so that the cover will be firmly secured around the connector.

## Initializing the phone

When you start using the phone for the first time, you should **charge the battery first**. Please note that the battery will reach its full capacity only after two or three charging times.

Also note that the standard time (UTC) comes to your phone from a satellite and **setting the time** requires searching for position (by turning the GPS on and lifting the GPS antenna). Searching for position for the first time might take some time (even 15 min) and the function **works only outdoors**.

For further information about the GPS, please see the chapters *Quick menu*, *Position refresh* and *Main menu, GPS*.





For further information about configuring the standard time (UTC) to show your local time (the time used in your country), please see the chapter *Main menu, Settings, Phone settings, Date and time*.



## Turning the phone on

Power on/off key  
is the topmost  
side key




1. Press the top side key  for two seconds to turn the phone on. If the SIM card is not inserted, the phone prompts you to insert it. Turn the phone off and insert the card.
2. Enter the PIN code if the phone prompts for it. If you make a mistake press  **CLEAR** to remove the wrong digits. When the correct PIN code has been keyed in, press  **OK**.
3. Enter the phone code if the phone prompts for it. When the phone code has been keyed in, press  **OK**.

4. The abbreviations of the country and network operator are displayed immediately or after the message **Searching for networks....** Time, date and other symbols may also be displayed if the options are activated in the menu. If you are outside the network's coverage area the message **No service** shows in the display and you cannot make or receive calls.

The power will also turn on when the phone is connected to a charger or when the timer option **Power on, Alarm** or **Condition check** is turned on and reaches the set time.

## Turning the phone off










Press the top side key  and hold it down for a couple of seconds to turn the phone off.

The power will also turn off when the battery is completely empty or when the timer option **Power off** is set on.

## Changing the language


When the menu language is set to **Automatic**, the language is chosen according to your SIM card's language preference. In case the information is not available, the default language setting is English.

You can change the language in the main menu:

1. Press  **MENU** to enter the main menu.
2. Find the **Settings** menu with the help of . Press  **SELECT**.
3. Find the **Phone settings** menu with the help of . Press  **SELECT**.
4. Enter the **Language** sub-menu by pressing  **CHANGE**.
5. Find the needed language with the help of . After you have found the desired language press  **OK**.
6. Press  for a few seconds to exit the menu.

## MAKING A CALL


You have several ways to choose the number you wish to call.


- You can enter the phone number. Enter the number including the area code and press . The message **Calling** and the number you are calling to will be displayed.
- You can use the phone book, quick dialling, redialling, short messages or recent calls functions.

### International calls

You can use the + character when making international phone calls. When the + character is in use, the centre will automatically select the correct international prefix.

Make an international call as follows:

1. Press  for a few seconds until the + character is displayed.

2. Enter the country code, the area code (without the first number), and the phone number.
3. Press .

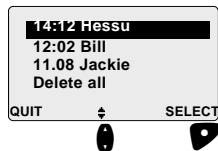
If the network operator does not implement this function and you try to make a call by using the + character, a message **Illegal** will be displayed.






You can also make international calls without the + character. Then make a call as any conventional international phone call.






## REDIALLING

The latest numbers dialled are stored in the redial memory.

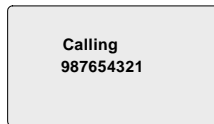
In order to use this function, you need to turn the **Redial memory** option on in the main menu, under settings and **Call settings**.



1. Press  to enter the redial memory when the phone is in stand-by mode and there are no phone numbers displayed.
2. A list of recent outgoing calls will be opened. The call information is listed from the newest to the oldest. If the call is older than 24 hours, the date will be displayed instead of the time.
3. Use  to scroll through the numbers. If the numbers in question are stored in the phone book, the names will be displayed instead of the numbers.
4. Press  to call the number displayed. You can also call directly to the number last dialled by pressing  .

5. If you wish to remove all the numbers in the redial memory at once, select the option **Delete all**. Confirm your choice by pressing  **DELETE**.
6. By pressing  **SELECT** you enter to the sub-menu where you can make a call to the number, delete or store the number.
7. Use  to scroll through the functions of the sub-menu and press  **SELECT** to accept your choice.
8. Press  **QUIT** to exit the redial memory.

## QUICK DIALLING



The quick dialling function works on the phone book memory slot numbers 2...9.

If you wish to make a call by using quick dialling, press the desired number (between 2 and 9) and hold it down for a few seconds. The phone calls directly to the phone number, stored in that memory slot.

Please note that in order to use this function, the **Quick dialling** option must be turned on in the **Menu**, under **Settings** and **Call settings**. Also note that the desired phone book memory slot (the number to which you are calling) cannot be empty.

## RECEIVING A CALL

When your phone receives a call, it will ring, and the text **Call is coming** is shown.

If you have set the phone to be silent, you will only see the text (and, depending on settings you may also hear a beep sound) when a call is coming.








### CALL LINE IDENTIFICATION (CLI)

If the CLIP (Call Line Identification Presentation) is activated as a network feature, and your phone receives a call, the number of the caller is shown in the display.



Instead of the phone number, the name of the caller is displayed if you have stored the name and number in question in the phone book and if the caller does not have the CLIR (Call Line Identification Restriction) feature in use.

These CLI features are usually active only when the phone is used to make and receive domestic calls.




## ANSWERING A CALL

- To answer, press . If the **Anykey answer** is set on in the menu, under **Settings** and **Call settings**, you can also answer by pressing ,  or  ... .
- If you do not wish to answer an incoming call press .
- You can always turn off the ringing tone by pressing  **QUIET**.

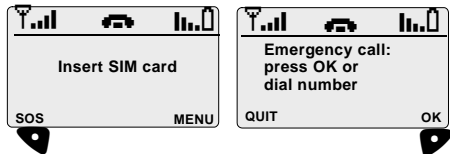
### Answering when the keypad is locked


- If you have locked the keypad you can answer only by pressing .
- With the keypad locked, you can turn off the ringing tone by pressing  **QUIET**.

## ENDING A CALL



To end a call press . When the call ends,  disappears from the display and after a couple of seconds  will be shown.

## EMERGENCY CALLS






Please note that pressing this key (  **SOS**) starts a **general emergency call** to a local emergency number, which is e.g. in Finland 112. The emergency number is pre-programmed in your phone.


*Making an emergency call without a SIM card or any access codes*

1. Select  **SOS**.
2. Press  **OK**.


Or,

1. Select  **SOS**.
2. Key in the local emergency number.
3. Press  **OK** or .

*Making an emergency call when the SIM card is inserted*

Make an emergency call as a normal phone call: Key in the local emergency number and press .

*Making an emergency call when the keypad is locked*

With the keypad locked, you can make an emergency call directly by entering the local emergency number and pressing .

Even if the SIM card has not been inserted, the main menu functions are available excluding the SIM-related functions, e.g. using messages.

**Remember, that a mobile phone connection is not guaranteed in all conditions.** Rough terrain or large buildings may limit the operation of your phone. **So never completely rely upon any mobile phone for essential communications.**

## BENEGUARD-BUTTON

### SOS MESSAGES AND SOS CALLS



#### CHECK LIST

The first four paragraphs are essential, the rest are optional.

1. **Telematics functions have been initiated with the activation message sent by the service provider.**

- In order to initiate BeneGuard-related emergency procedure function, you need to have a contract with the service provider. If you do not have such a contract, initiation can be done from the phone assuming the security code and activation message code are known. In the latter case, please contact the dealer or the manufacturer.

2. **SIM card** is inserted.
3. **Emergency center numbers** are stored correctly in the phone.
  - **If the emergency numbers are missing, BeneGuard- related SOS message or SOS call will not be started.** Depending on your choice, the emergency center numbers can be short message numbers, call numbers or both. The decision affects the SOS procedure. For further information about storing the emergency center numbers, please see the chapter *Main menu, Settings, Telematics settings, Advanced telematics settings, Emergency center numbers*.

4. **The way to press the BeneGuard button** is chosen.



- You can determine the way to press the SOS button (two quick presses or one long press). For further information, please see the chapter *Main menu, Settings, Telematics settings, SOS activation*.

5. **Emergency environment** is chosen.

- You can determine different sound and display settings, e.g. volume, display and hands free options, to go along with the emergency procedure. By turning on the option **Display**, the instructions will be displayed through the SOS procedure. For further information about the emergency environments, please see the chapter *Main menu, Settings, Telematics settings, Emergency environments*.

6. **The cancelling time of an emergency procedure** (a time delay) is chosen.

- It might be useful to set a cancelling time in case of a false alarm. **If the**

**cancelling time is set to zero, pressing the  key does not interrupt sending the SOS short message.** If the cancelling time is e.g. 4 seconds, you have four seconds to press the  key to cancel the entire SOS procedure, including sending of the short message. Also note that cancelling must be done in time, before the message has been sent or a call started. For further information, please see the chapter *Main menu, Settings, Telematics settings, Cancelling time of emergency*.

7. **The name of the emergency call** is stored.

- For further information, please see the chapter *Main menu, Settings, Telematics settings, Advanced telematics settings, Emergency call name*.

8. **The emergency confirmation setting** is set.

- For further information, please see the chapter *Main menu, Settings,*



*Telematics settings, Advanced telematics settings, Emergency confirmation.*

## SOS PROCEDURE


### PRESSING THE BENEGUARD BUTTON WILL:

- turn the phone on
- turn the GPS on
- start the emergency procedure (if no PIN or PUK code are required).



The SOS procedure can always be started, regardless of the state of the phone: in case a call is in progress and you start the emergency call, the currently active call will be put on hold.

Please note that if there are missing emergency numbers, false SOS presses, cancelled SOS presses, busy telephone lines, battery out-of-charge incidents, message transmission errors or poor network coverage, the SOS message might not be sent or an SOS call might not be made.


### *SOS procedure when only sending short message*



1. Press the SOS button () on the top of the phone.
  - Press and hold down the SOS button **or** press the button quickly twice depending on the instructions displayed.
2. At the same time when sending the message, the phone sends the position information. If the current position coordinates are not available, the previous coordinates will be sent instead.
3. If the **Emergency confirmation** setting is turned on, the phone will go on sending the message until receiver of the message sends the confirmation to your phone.
4. As a sign of a sent SOS message, the text **SOS message sent** will be displayed and the sound of the emergency environment will be stopped.

### *SOS procedure when only making call*

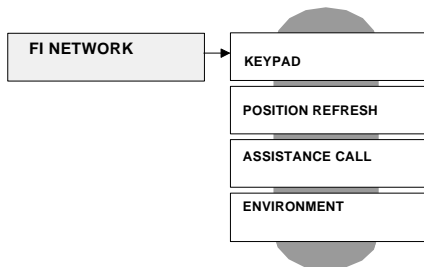
1. Press the SOS button () on the top of the phone.
  - Press and hold down the SOS button **or** press the button quickly twice depending on the instructions displayed.
2. The phone alerts until the call is answered.
3. A voice call in progress.
4. You can quit the emergency voice call by pressing the  key and holding it down for about 5 seconds. If you do it while the phone alerts, the emergency call will not be connected at all.

### *SOS procedure when both sending short message and making call*

1. Press the SOS button () on the top of the phone.
  - Press and hold down the SOS button **or** press the button quickly twice depending on the instructions displayed.

2. At the same time when sending the message, the phone sends the position information. If the current position coordinates are not available, the previous coordinates will be sent instead.
3. If the **Emergency confirmation** setting is turned on, the phone will go on sending the message until receiver of the message sends the confirmation to your phone.
4. As a sign of starting an SOS call, the phone alerts until the call is answered. Also the sound of the emergency environment will be stopped.
5. A voice call in progress.
6. You can quit the emergency voice call by pressing the  key and holding it down for about 5 seconds. If you do it while the phone alerts, the emergency call will not be connected. However, **sending the emergency short message** can be prevented only if the **Emergency cancel time** is set and the  key is pressed within the pre-defined time.

## QUICK MENU



When the phone is in stand-by mode you can open the quick menu by pressing . However, if you have locked the keypad, you cannot enter quick menu unless you first open the keypad.

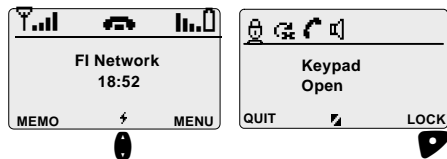
## KEYPAD LOCK

The keypad lock is used to prevent accidental key strokes. The keypad can be locked automatically by turning on the option **Automatic keylock** in the menu, under **Settings** and **Phone settings**. When the automatic keylock is in use, the keypad will be locked


in approximately 20 seconds if no key is pressed during that time.

To lock the keypad for a single time, please see the following instructions.

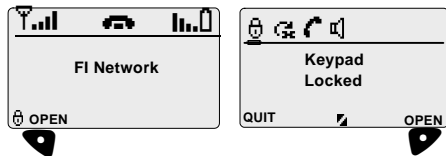
### Locking the keypad






1. Press to enter the quick menu.
2. Press **LOCK** to lock the keypad. If you do not want to lock the keypad, press **QUIT** to return to stand-by mode without any changes made.
3. As you lock the keypad, you will return to stand-by mode automatically. The symbol will be displayed.
4. When a call is coming you can answer only by pressing . With the keypad


locked, you can turn off the ringing tone by pressing  QUIET.

## Unlocking the keypad



1. First press the left soft key  OPEN.
2. Immediately after that press the right soft key  OPEN.





If you have locked the keypad and set the lights off, you can set lights on for 10 seconds by pressing .

If you press the left soft key or  during these 10 seconds, the lights will remain on for another 10 seconds. The lights will turn off 10 seconds after the last key is pressed. That way, you are able to see how to unlock the keypad even if it is dark.

## POSITION REFRESH

In this menu you can refresh the position (i.e. update coordinates of your location). The position is stored in the phone, it will not be sent to the service center.

You can also request assisted GPS information (AGPS) in order to speed up your position calculation. However, before making the request, make sure you have selected number of satellites and stored the service provider's number in the phone. For further information, please see the chapter *Main menu, GPS, GPS settings*.

1. Press  to open the quick menu and find the **Position refresh** menu.
2. Press  SELECT to refresh the position.
3. To request the assisted GPS information, press  OK. To cancel the request, press  NO. If your position is quite accurate, the AGPS is not needed.




Please note that using this function might increase power consumption.

If you want that the position will be updated automatically, please see the chapter *Main menu, GPS, GPS settings, GPS operating mode*.

## ASSISTANCE CALL

Assistance call is a kind of help desk, which provides position-based services. In order to use it, you need to have a contract with the service provider.





Before making the assistance call to the service center, make sure you have stored required settings. For further information, please see the chapter *Main menu, Settings, Telematics settings, Advanced telematics settings, Assistance call numbers*.


1. Press  to open the quick menu and find the **Assistance call** menu.
2. Press  **OK** to make assistance call, or cancel the operation by pressing  **NO**.

## ENVIRONMENT

An environment is a combination of tone and lights settings made suitable for particular situations. For further information about editing the environment settings, please see the instructions in chapter *Menu, Settings, Environments*.

In this menu you can select the environment you wish to use. The default environment setting is **Normal**.

1. Press  few times to enter the quick menu and find the environment menu.
2. Press  **SELECT** to enter the environment selection list.
3. The shortcut to access the environment selection list: when the phone is in stand-by mode, press  for a few seconds. The environment list will be displayed.
4. Use  to select the desired environment.

5. Press  **SELECT** to turn the environment on.



## OPTIONS DURING A CALL

During a call, there are several functions available, depending on the keys pressed. Please note that some of these functions depend on the services your network operator provides.



### *Adjusting volume:*

Press the lower side keys.





### *Muting/muting off the microphone:*

Press  and  **ON/OFF**. Muting is also available through the **Call management** menu.

### *Turning on/off the hands free (HF) mode:*

Press  twice and  **ON/OFF**. HF mode is also available through the **Call management** menu.

*Using functions associated with phone book, messages, recent calls and call costs:*

Press  **MENU** or  **MEMO** and enter the desired sub-menu with  and  **SELECT**.

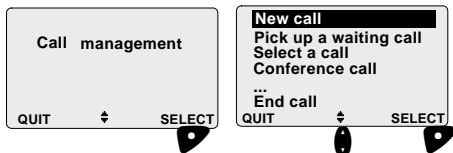
For further information about using these functions, please see the chapters *Phone book*, *Messages*, and *Recent calls (in Memo)* or *Call costs (in Main menu)* of this manual.

### *Managing multiple calls simultaneously:*

Please see the following instructions in the chapter *Call management*.

## Call management

If you have a call in progress and you wish to make another call or conference call, answer a call while talking to someone, or switch between the calls, do as follows:



1. Press **MENU** and enter the **Call management** list by pressing **SELECT**.
2. Select one of the functions with **↓** and press **SELECT**.

Return to the previous menu level by pressing **QUIT**.

Disconnect all the calls and return to stand-by mode by pressing **END CALL**.

Please note that the **Call management** menu is available only, when a call is connected.

## NEW CALL



Use this function to make another call during an active call. The currently active call will be put on hold.

1. First enter the **New call** menu through the **Call management** selection list (**↓** **SELECT**).
2. Key in the desired phone number. If the number is stored in phone book, you can recall it from there by pressing **MEMO**. For further information about using the phone book, please see the instructions in chapter *Memo, Phone book, Recalling a phone number*.
3. Press **CALL** to initiate the call.



## PICK UP A WAITING CALL


When a call is in progress and you have another incoming call, the network will notify you of a call waiting.

Use this function if you wish to take the incoming call and put the currently active call on hold.

Easiest way to pick up a waiting call is by pressing  and .

*Another way to pick up a waiting call:*



1. First enter the **Pick up a waiting call** menu through the **Call management** selection list.
2. All the connected calls are displayed, whether they are active, on hold or waiting. Currently active call is highlighted.
3. Scroll through the call list with . Pick up a waiting call by selecting it and pressing  **OK**.

If you do not want to pick up a waiting call, you may press the left soft key  **DROP**.

Please note that in order to use this function, the **Call waiting** option must be turned on in the menu, under **Network services**.

## SELECT CALL

Use this function if you wish to switch from an active call to the held call.



Easiest way to switch between the listed calls is by pressing  and right after that .

*Another way to select a call:*

1. First enter the **Select call** menu through the **Call management** selection list.
2. All the connected calls are displayed, whether they are active or on hold. If you have stored the number in the phone book, the name will be displayed instead of the number. If no telephone





number is available, the call is indicated as **Unknown**. Two lines of calls is the maximum.

3. Scroll through the options with . Activate the desired call by pressing  **OK**. The other call will be put on hold.

If you have received a call, there are two exceptions when the number of the caller will not be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification Presentation) feature.

## CONFERENCE CALL

Use this function if you wish to combine all simultaneous calls to a conference call. Using this function requires, that at least one of the calls is active and another is put on hold.

Combine the desired calls together by keying in  and pressing .




*Another way to make a conference call:*

Enter the **Conference call** menu through the **Call management** selection list.



Depending on the state of the conference call, some of the functions are not available even if you select them.

## END CALL

Use this function to end a call or calls.

- Easiest way to drop a single call from two calls or a conference call is by keying in  and the number in the front of the telephone number and pressing right after that .
- Easiest way to end **all** calls is by pressing .

### *Another way to end a call:*

1. First enter the **End call** menu through the **Call management** selection list.
2. All the connected calls are displayed, whether they are active, on hold or waiting. The calls are displayed with a number indicating the starting order of the calls. If the telephone number is stored in phone book, the name is displayed instead of the number. If the number is unknown, the call is listed as **Call**.
3. Scroll through the call list with .
4. Select the call you want to end by pressing  **OK**.

# MEMO

FI NETWORK (MEMO)

PHONE BOOK

RECENT CALLS

ALARM CLOCK



CALENDAR


CALCULATOR



GAMES



MESSAGES

(SPECIAL SERVICES:  
SIM TOOLKIT)

Open memo by pressing  **MEMO**. Use  to scroll through the menus.

Select one of these menus by pressing the right soft key, e.g.  **SELECT**, and you enter the sub-menus of this menu.

Use  to scroll through the sub-menus. When you find the desired option, press  or enter the desired information.

Press  **QUIT** to return to the previous menu level. You can return directly to stand-by mode from all menu levels by pressing .

## ALPHA KEYS

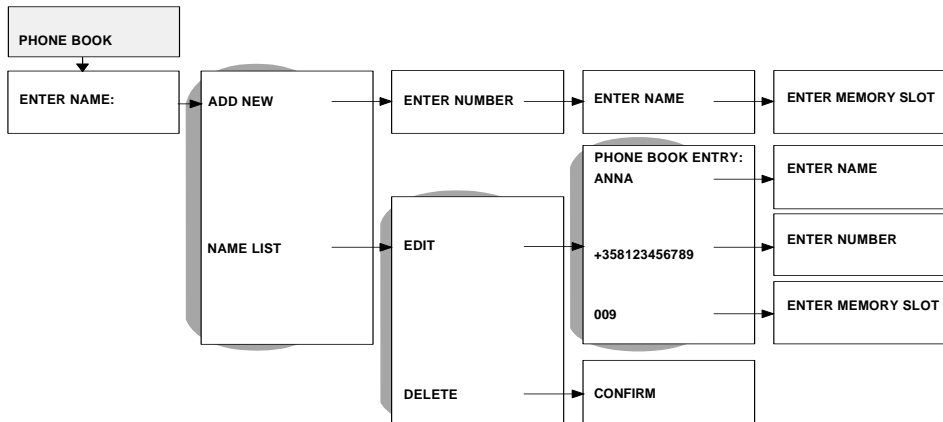
You need the alpha keys for storing and recalling the information.

- In the traditional spelling mode you get the first letter of the key when pressing the key once, the second letter when pressing the key twice and so on. When the cursor appears to right of the letter just entered you can enter the next.
- You may also use the T9 text input tools for keying in the letters. Turn the T9 mode on or off by pressing **1%**. By pressing **1%** for a few seconds, languages for the T9 are available. For further information about using T9, please see the chapter *Memo, Messages, Writing messages*.
- By pressing **0%** for a few seconds, all the special characters are available page by page. You can scroll the pages with **0**.
- You can enter both upper case and lower case letters as well as numbers. You can switch between them by pressing **#**.
- When upper case letters are in use the symbol **AbC** is displayed in the upper row and when lower case letters are in use the symbol **abc** is displayed. The **AbC** symbol is especially made for writing sentences (so that you do not need to switch between the upper case and lower case letters). When the symbol **123** is displayed, the entry of any number is direct.
- Always enter number 1 as follows: Press **#** until the character form is switched to **123**. Press **1%**.
- Always enter number 0 as follows: Make sure, the **T9** is turned off. Press **0%**.
- Enter a space by pressing **\***.
- In case of a misspelling, move with **0** to the letter you wish to correct and press **0 CLEAR**.

**Characters available:**

[illegible]

# PHONE BOOK




You can store phone numbers in the **Phone book** entries on the SIM card. The actual number of entries and the length of names and numbers which can be stored on the SIM card depend on the card's storage capacity.

When the phone is in stand-by mode, open **MEMO** by pressing **MEMO**.

Find the **Phone book** by pressing **SELECT**.

The shortcut to access the phone book name list (with the option **Add new**) is to press **MEMO** for a few seconds.

Press **QUIT** to cancel the operation and return to previous menu level.

Press  to return to stand-by mode. This can be done at any menu level.

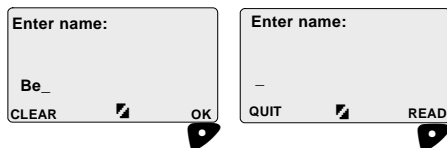
If the text **(Fixed)** is displayed, the function called Fixed Dialling Numbers (FDN) has been turned on. FDN sets some restrictions for using the phone book. For further information about the FDN, please see the chapter *Menu, Security, FDN*.



## Recalling a phone number

In this menu you can search a phone number stored in your phone book. You can also add names in the phone book.

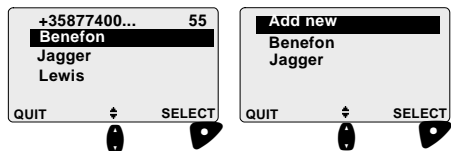
The phone book entries are organized in alphabetical order.

You have two ways to enter the name list:



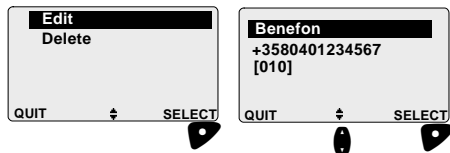
- You can key in the desired name or its initials and press  **OK**. You may do it this way if you wish to search a number already stored in the phone book, especially if your phone book list is very long.
- You can press  **READ** directly. You may do it this way if your phone book list is quite short or you wish to add (store) a new phone number in your phone book. In this case, the phone will offer you the name list including an option **Add new**.

## NAME LIST





1. The closest matches are displayed. If the **Phone book (fixed)** is turned on, the numbers displayed here are the numbers stored in FDN phone book. The names are listed in alphabetical order.
2. In case you have written the name or its initials in the previous menu, the first line in the list shows the desired phone number and its memory slot number in the phone book. If the phone number is longer than 22 characters, the rest of the number is displayed as three points. The highlighted line shows the name associated with the phone and memory slot numbers in the first line.
3. In case you have pressed **READ** directly in the previous menu, the first line offers you the option **Add new**.
4. You can scroll through the name list with **↓**. Scrolling over the top to the bottom is possible. You may select one of these numbers with **→**.
5. To make a call, press **↵**.
6. To edit or delete (empty) the chosen phone book entry, press **→ SELECT**.

## EDITING A PHONE BOOK ENTRY






1. Select **Edit** by pressing **→ SELECT**.
2. If the **Phone book (fixed)** is turned on, key in the PIN2 code and press **↵**.






3. Now you can select, whether to edit the phone number, name or memory slot (or all of them).
4. Find the desired option with  and press  **SELECT**.



### *Editing name*

1. Add letters by pressing the numeric keys and remove letters by pressing  **CLEAR**. Please note that a long  **CLEAR** empties the whole display.
2. Press  **SAVE**.

### *Editing number*

1. Add numbers by pressing the numeric keys and remove numbers by pressing  **CLEAR**. Please note that a long  **CLEAR** empties the whole display.
2. Press  **SAVE**.


### *Changing memory slot*

1. Find a memory slot number with  or key it in. Only free memory slots are available.
2. When ready, press  **SAVE**.

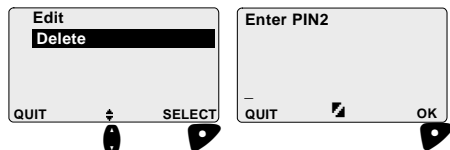
Please note that if you change the memory slot, an additional selection list will be displayed.

By selecting **Move**, the information stored in the original phone book entry will be lost. As a result of that, the old memory slot will be freed.

By selecting **Copy**, the information stored in the original phone book entry will be preserved. As a result of that, both memory slots will be reserved: one with the original information and another with the recently stored and possibly modified information.

Press  **OK** to confirm your choice.

## DELETING A PHONE BOOK ENTRY



1. Select **Delete** with .
2. Press **SELECT**.
3. If the **Phone book (fixed)** is turned on, key in the PIN2 code and press **OK**.
4. Confirm the deletion by pressing **DELETE** or cancel the operation by pressing **NO**.

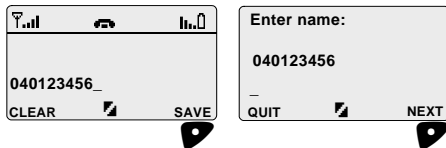
## Storing a phone number

You have several ways to store phone numbers into the phone book.

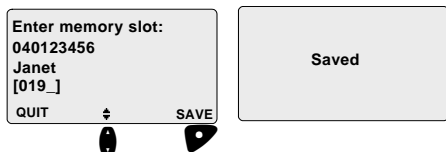
You can:

- key in the desired number (please see the following instructions)
- save the number by using **Add new** option (please see the following instructions)
- pick up numbers in an SMS message, including the sender's phone number (for further information, please see the chapter *Memo, Messages, Incoming messages, Pick number*)
- pick up the caller's number (for further information, please see the chapter *Memo, Recent calls, Save*)
- save the receiver's number by using redial memory (for further information, please see the chapter *Operation, Redial memory*).

## KEYING IN A NEW PHONE NUMBER



1. When the phone is in stand-by mode, key in the desired number and press **SAVE**.
2. Key in the desired name and press **NEXT**.



3. Find a new memory slot number with the help of **0**. You can also key it in. The

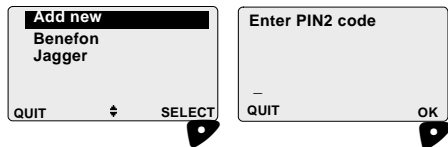
phone accepts only free memory slots, so you cannot overwrite any old number in the phone book by mistake.

4. Press **SAVE** to store all the new information in the phone book.

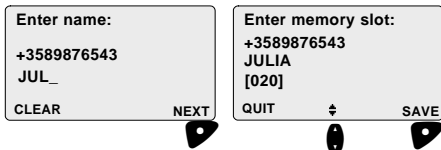
## ADDING A NEW NUMBER IN THE NAME LIST

1. When the phone is in stand-by mode, press **MEMO** and enter the **Phone book** by pressing **SELECT**.
2. Press **READ** directly. The phone will offer you the name list including the option **Add new**.

## Name list

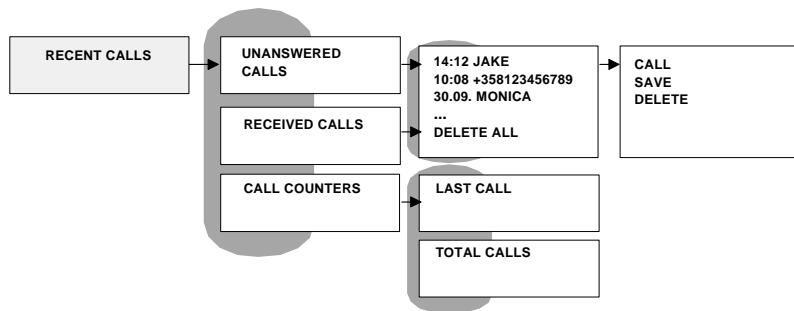


3. Choose **Add new** by pressing **SELECT**.
4. If the **Phone book (Fixed)** is turned on, key in the PIN2 code and press **OK**.
5. If there are no free phone book entries left, **No free memory** will be displayed. You cannot store any new phone numbers unless you first delete some old ones.
6. Otherwise key in the desired phone number. Press **NEXT**.



7. If the phone number just entered is already stored in the phone book, the phone will offer you that name, the number is associated with. If desired, you may edit the name.
8. If no name is displayed, key in the desired name. Press **NEXT**.
9. Find a new memory slot number with the help of . You can also key it in. The phone accepts only free memory slots, so you cannot overwrite any old number in the phone book by mistake.
10. Press **SAVE** to store all the new information in the phone book.

## RECENT CALLS



This function allows you to keep track of unanswered and received calls.

When the phone is in stand-by mode, open the **MEMO** by pressing **MEMO**.

Press **SELECT** to enter the **Recent calls** menu. Scroll through the sub-menus and selection lists with **↓**.

Press **QUIT** to cancel the operation and return to previous menu level.

Press **⏪** to return to stand-by mode. This can be done at any menu level.

### Unanswered calls

A text of recent unanswered calls is displayed immediately.

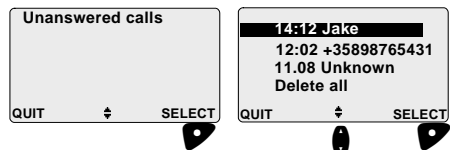
If the text **Unanswered calls** is shown in the display, you can enter the **Unanswered calls** menu directly by pressing **SELECT**.

Otherwise enter the **Unanswered calls** menu through **Recent calls** menu and press **SELECT**.

If there are no received calls, the text **No unanswered calls** is displayed.

Unanswered calls are detected only when the phone is turned on and in the network coverage area.

## LIST OF UNANSWERED CALLS



This unanswered call list contains all the unanswered calls. The calls are sorted in order from the newest to the oldest.

Displayed are the number or the name of the caller (depending on whether you have

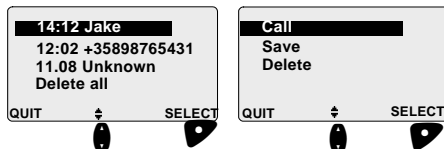
stored the caller's name and number in your phone book) and also the delivery time of the call.

If a call attempt is older than 24 hours, the delivery time is replaced by the delivery date.



In two cases neither the number nor the name of the caller will be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification) option. Note that in these cases your phone counts and displays only one call, which is the last one you have received.

If you wish to delete all the call attempts displayed in this list, select the option **Delete all** with **SELECT** and press **DELETE**. Confirm your choice by pressing **DELETE** again.


## PROCESSING THE CALL INFORMATION



By selecting the desired number you will enter the processing list, where you can make a call to the number, store, or delete the number.

Select the desired function with  and press  **SELECT**.

## Received calls

Enter the **Received calls** menu through **Recent calls** menu and press  **SELECT**.

If there are no received calls, the text **No received calls** is displayed.

## LIST OF RECEIVED CALLS



This received call list contains all the received calls. The calls are sorted in order from the newest to the oldest.

Displayed are the number or the name of the caller (depending on whether you have stored the caller's name and number in your phone book) and also the delivery time of the call.

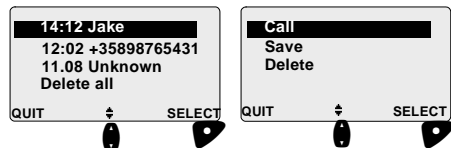
If a call is older than 24 hours, the delivery time is replaced by the delivery date.

In two cases neither the number nor the name of the caller will be displayed: if the caller has the CLIR (Call Line Identification Restriction) feature in use, or if your network operator does not supply the CLIP (Call Line Identification) option. Note that

in these cases your phone counts and displays only one call, which is the last one you have received.

If you wish to delete all the calls displayed in this list, select the option **Delete all** with **0** and press **SELECT**. Confirm your choice by pressing **DELETE** again.

## PROCESSING THE CALL INFORMATION



By selecting the desired number you will enter the processing list, where you can make a call to the number, store, or delete the number.

Select the desired function with **0** and press **SELECT**.

## Call counters

Enter the **Call counters** menu through **Recent calls** menu and press **SELECT**. Scroll the sub-menus by pressing **0**.

### LAST CALL

In this menu you can see the duration of the last call in hours and minutes. The call can be either outgoing or incoming call.

You may return to the previous menu level by pressing **QUIT**.

### TOTAL CALLS

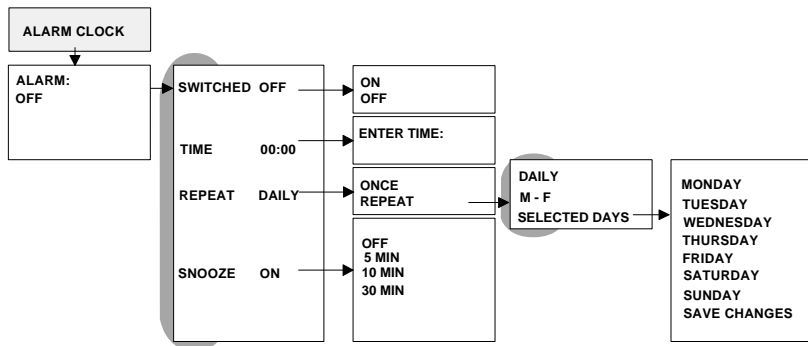
In this menu you can see the total duration of all calls in hours and minutes.

You can reset the total calls counter in the **Network services** menu, under the **Call cost** sub-menu. Please note that you need the PIN2 code for resetting the counter.

You may return to the previous menu level by pressing **QUIT**.



# ALARM CLOCK



When the phone is in stand-by mode, open the **MEMO** by pressing **MEMO**.


Find the **Alarm clock** with the help of . Press **SELECT**.

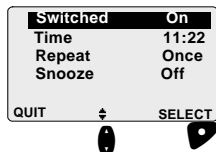
Press **QUIT** to cancel the operation and return to previous menu level. Press to



return to stand-by mode. This can be done at any menu level.

## EDITING ALARM SETTINGS



1. The current alarm settings are displayed. If alarm is turned off, there are no details displayed.

2. Press  **CHANGE** to adjust the alarm settings.




3. Select the desired alarm setting with  and press  **SELECT**.

### *Turning alarm on or off*



By selecting **Switched** you can turn the alarm on or off. Select **On** or **Off** with . Press  **OK**.


### *Adjusting alarm time*

By selecting **Time** you can adjust the time. Key in the time with numeric keys. Press  **OK**.




### *Selecting repeat alarm*


By selecting **Repeat** you can determine, whether the phone alerts you e.g. every day at the same time.

First select either **Once** or **Repeat** with . Press the right soft key .

If you choose **Repeat**, you are also able to specify the days, when the alarm is turned on. Select one of these: **Daily**, **Monday to Friday** or **Selected days**. Press the right soft key .


In case you choose **Selected days**, a list of week days will be displayed. Please note that you are assumed to select at least one day.


Use  for scrolling through the list. You can mark your choice so that you point the desired option and press  **SELECT**. If you have marked an option you do not want after all, point the option again and press  **OFF**.


When ready, scroll down the list and point **Save changes**. Press  **OK**.

### *Selecting snooze*

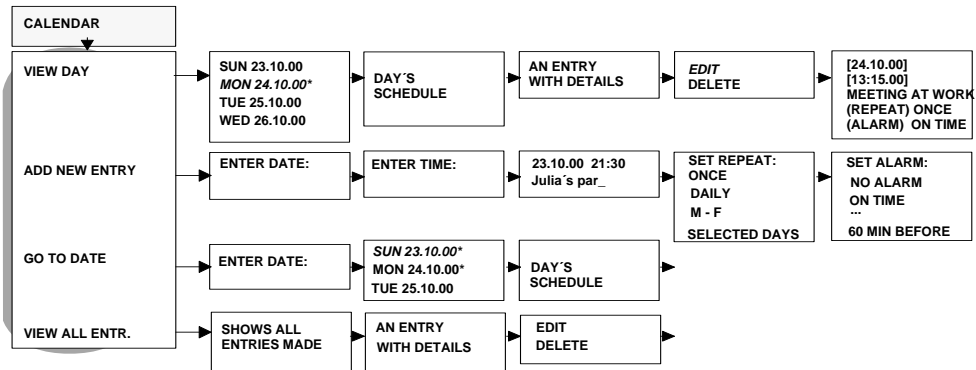
By selecting **Snooze** you can determine, whether the phone alerts you repeatedly, e.g. in every 10 minutes.

Select one of these: **Off**, **5 min**, **10 min** or **30 min**. Press  **OK**. If you do not want to use the snooze option at all, select **Off**.

You can quiet the alarm tone for snooze time by pressing the left soft key  **QUIET** or any key (except the right soft key).

To stop the alarm tone once and for all, first press any key and right after that the right soft key  **OFF**.

# CALENDAR




In this menu you can write down your own calendar related tasks, such as appointments, events and anniversaries. Reminders for the calendar can also be associated with these entries. Please note that if the power of the phone has been turned off, the calendar alarms do not turn the phone on and you will miss the alarm.

The maximum amount of simultaneous calendar entries is limited.

When the phone is in stand-by mode, open the **MEMO** by pressing **MEMO**.

Find the **Calendar** with the help of . Press **SELECT**.



Press **QUIT** to cancel the operation and return to previous menu level.

Press  to return to stand-by mode. This can be done at any menu level.

## Calendar options



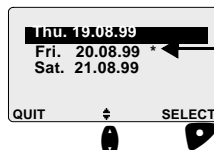
As you open the **Calendar** menu, a list of calendar options is displayed.

Select the desired option with  and press  **SELECT**.

### VIEW DAY

By selecting **View day** you can see all events, so called calendar entries, set for a single day.




You are also able to add new calendar entries for the chosen day or delete unnecessary entries.



\* indicates, there are entries (events) marked for the day

\* indicates, there are entries (events) marked for that particular day.

Today's calendar is located on the top of the list.

Use  to select the day, which events you wish to view. Press  **SELECT**. If you wish to view yesterday's calendar, press  upwards.

There are 21 dates in this list. If you wish to access a date outside these boundaries, you may select **Go to date** option in the previous menu calendar options.

## DAY'S SCHEDULE

Wed. 6th 10. 1999

Add new

11:00 ☼ Meeting...

12:30 Lunch...

15:20 Special br...

Delete all

QUIT SELECT

← The date and its schedule

Calendar entries are shown in order from the earliest to the latest. ☼ indicates, the alarm function (reminder) for that entry is switched on.

If there are no events written down, only **Add new** option is displayed.

To take a closer look at one of the events, select the desired entry with and press **SELECT**.

If you wish to add new entry into your calendar, select the option **Add new**.

## ADDING NEW ENTRIES

View day

Add new entry

Go to date

View all entries

QUIT SELECT

By selecting **Add new entry**, you can add new entries into your calendar.

Enter day:

dd.mm.yyyy

QUIT NEXT

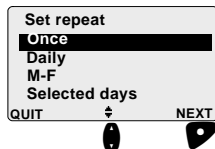
Enter time:

hh:mm

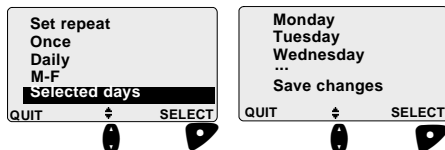
QUIT NEXT

1. *Date*: the default setting is today. You can change the date by keying in new date. Use for moving and press **NEXT** when ready.
2. *Time*: key in the time as described above. Press **NEXT**.

3. *Event*: write down the desired text and press **NEXT**. You have space for about 32 characters, i.e. one and a half lines of text.



4. *Repeat*: the default setting for repeat is once. You may change it by pressing the arrow keys . If you select one of these options **Once**, **Daily**, **Monday to Friday**, press **NEXT** to enter the fifth setting, which is adjusting the alarm.

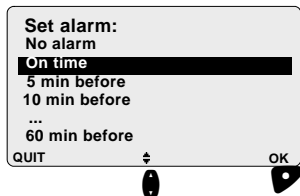


If you select **Selected days**, you are assumed to first select the desired week day(s) before entering the fifth setting, i.e. alarm.

You can scroll through the list with . By pressing **SELECT** you can choose the day(s), you wish the phone to alert you. The chosen day will be marked with .

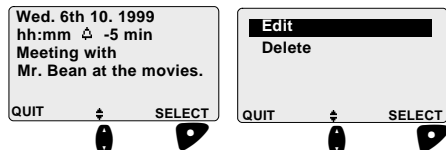
In case you have already marked a weekday you do not want after all, move the cursor to point that day again and press the right soft key **OFF**. The check mark () will disappear.

When all the desired days have been marked, move the cursor to point **Save changes** and press **OK**.



5. *Alarm*: set the alarm. The alarm will occur either on time of the calendar time or some minutes before. The alarm melody depends on the current environment settings. Use for moving and press the right soft key .

## EDITING OR DELETING A CALENDAR ENTRY




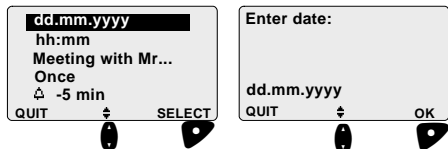
In this menu you are able to view the chosen calendar entry with details.

If the calendar has an active repeat option, the point of time shown here is the next point of time that the calendar entry is due. The symbol indicates, the alarm is turned on. Scroll through the entry with .



By pressing **SELECT** you will enter the processing list where you can edit or delete the chosen entry. Select the desired option with and press **SELECT**.



By pressing  **QUIT** you will return to the previous menu level without any changes made.





You can edit the day, time and text. You can also choose whether to use the alarm at all, once, or repeatedly with this particular event.

Select the desired option with  and press  **SELECT**.

### *Editing day, time and text*



Edit day, time and text by keying in the new information. Please note that the calendar text is assumed to fit into a single display.

By pressing  you may move the cursor. Press  **OK** after each setting.

### *Changing repeat*



When changing repeat you have several options to choose from: you can use repeat once, daily, Monday to Friday or on selected days.

If you select **Selected days**, you are assumed to first select the desired week day(s) before entering the next setting, i.e. alarm.

Select the desired option with  and press the right soft key .



### *Changing the alarm*

When editing alarm you have several options to choose from: you can use no alarm at all, or you can turn the alarm on to alert you just on time, or 5...60 minutes before the event.

Select the desired option with  and press  **SELECT**.



## Deleting one calendar entry

By selecting **Delete** you can delete a calendar entry.

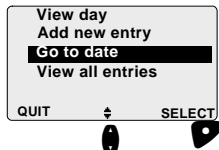
Confirm your choice by pressing  **DELETE** or cancel the operation by pressing  **NO**.

## Deleting all calendar entries for the chosen day




By selecting **Delete all** you can delete all calendar entries for the chosen day.

Confirm your choice by pressing  **DELETE** or cancel the operation by pressing  **NO**.

## ENTERING THE DATE TO VIEW



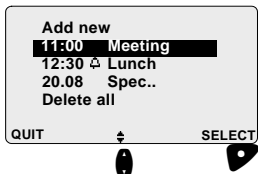
Select an option **Go to date** from the list of calendar options. This is a quick way to find out, what is the schedule for a specific day.


Key in the date, which schedule you wish to find out. Use  for moving. After the whole date has been keyed in, press  **NEXT**. After that you may select the precise day with  if needed.

## LIST OF ALL CALENDAR ENTRIES





By selecting **View all entries** you have direct access to all your calendar entries. In this menu you are also able to select one of the events to view it more closely.



Please note that if the entry is today, the list item starts with the time. If the entry is not today, list item starts with date. In a case like this you need to press  **SELECT** to see the entry time.

When scrolling the list upwards, the past events are displayed. When scrolling the list downwards, the coming events are displayed.

The (Δ) symbol displayed right after time indicates, the alarm is turned on.

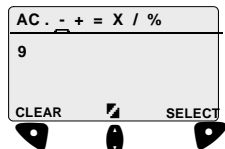
In case you wish to take a closer look at one of the entries, first select the desired entry with  and press  **SELECT**.

You are also able to select **Add new** if you wish to add a new calendar entry.

# CALCULATOR

In the **Calculator** menu you can perform simple mathematical operations, such as addition, subtraction, multiplication, and division. You are also able to use decimal points and per cent.

- When the phone is in stand-by mode, open the **MEMO** by pressing **MEMO**.
- Find the **Calculator** menu with . Press **SELECT**. Select the operator with .
- Press **QUIT** to cancel the operation and return to previous menu level.
- Press to return to stand-by mode. This can be done at any menu level.



The operators available for calculating are displayed in the upper side of the display.

By pressing **CLEAR** you can correct the errors when keying in incorrect numbers.









The maximum size of a number is 8 digits. When using a decimal point, the amount of digits will be 7 plus the decimal point (for example: 123456.7).




In case you try to key in an illegal mathematical sentence (for example 5/0), the text **Error** is displayed.

The accuracy of the calculation is to 6-digits and, when needed, the result will be displayed with the exponent (for example: the result 1234567 is displayed 1.23457E6).









sign	function
AC	resets the display
.	decimal point
-	subtraction
+	addition
=	gives result
*	multiplication
/	division
%	per cent
CLEAR	erases the display

### An example of a per cent calculation $50+50-6\%=94$






1. Enter the first number (50) by pressing the numeric keys.
2. Select the desired operator (+) with  and press  **SELECT**. The chosen operator shows in the display.
3. Enter the second number (50) by pressing the numeric keys.
4. Select the desired operator (-) with  and press  **SELECT**.
5. Enter the third number (6) by pressing the numeric keys.
6. Select the desired operator (%) with  and press  **SELECT**.
7. Select the equal sign (=) with  and press  **SELECT** to get the result.

All the operators shown in the upper row of the display are also found under , , and  -keys.

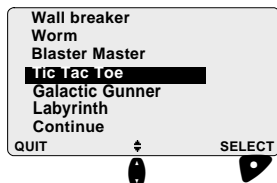
In case you prefer using these keys for calculating, please check the following table:



sign	function
+	press  once
*	press  twice
%	press  three times
-	press  once
/	press  twice
.	press  for 1 sec.
=	press  <b>SELECT</b>
correct	erase with  <b>CLEAR</b>



### An example of a subtraction $9-5=4$

1. Enter  .
2. Press  once.
3. Enter  .
4. Press  **OK**.
5. To clear the display, press  **CLEAR**.

## GAMES



Press  **SELECT** to enter the **Games** menu.  
Use  to select the game you wish to play.

- Start the game by pressing  **SELECT**.
- Finish the game by pressing  **QUIT**.
- By selecting **Continue** you are able to continue the game you played last time.













### WALL BREAKER

The idea is to hit and clear all the tiles in the ceiling. You have a paddle and a ball to play with. You may catch the bouncing ball by moving your paddle from side to side.

When there are no tiles left in the ceiling, the game goes on to the next level which is slightly faster than the previous one. After reaching a certain level, the speed will stay the same but the width of your paddle will be decreased.

The game is over when you miss a ball when it bounces back to you.

#### *Key functions*

- Release the ball by pressing , , , or .
- Move left:  
with wide steps by pressing   
with normal steps by pressing  or   
with tiny steps by pressing .
- Move right:  
with wide steps by pressing   
with normal steps by pressing  or   
with tiny steps by pressing .

#### *Scoring*

- 1 point for one tile.
- 5 points for clearing the level.

## WORM

The idea is to control a worm around the display, eating small cookies and avoiding walls. The worm will grow and gain speed with each cookie it eats.

The game is over when the worm hits a wall or itself.

### *Key functions*

Steer the worm by pressing **2**<sub>ABC</sub>, **4**<sub>GHI</sub>, **6**<sub>MNO</sub> and **8**<sub>TUV</sub>.

### *Scoring*

Eat a cookie: 1 point.

## BLASTER MASTER

The idea is to clear a mine field of mines without being blown away as quickly as possible. You can complete the game by managing to clear the field and marking all the mines with flags.

You lose the game if you open a square with a mine on it.

### *Key functions*

- Move the cursor by pressing **1**<sub>76</sub>, **2**<sub>ABC</sub>, **3**<sub>DEF</sub>, **4**<sub>GHI</sub>, **6**<sub>MNO</sub>, **7**<sub>PQRS</sub>, **8**<sub>TUV</sub> or **9**<sub>WXYZ</sub>.
- Open a square by pressing **5**<sub>JKL</sub>.
- Mark a mine with a flag by pressing **\*** or **#**.

### *Scoring*

Your score is the time you needed to complete the game. The shorter the time, the better the score.

## TIC TAC TOE

The idea is to add crosses in the grid in turns with your opponent. The winner of the game is the one who first manages to get five marks in a row. The row can be formed either horizontally, vertically or diagonally.

Please note that only a part of the grid is displayed at once; in fact the playing area is much larger.

### *Key functions*

- Move up by pressing **2<sub>ABC</sub>**.
- Move down by pressing **8<sub>TUV</sub>**.
- Move left by pressing **4<sub>GHI</sub>**.
- Move right by pressing **6<sub>MNO</sub>**.
- Move diagonally:
  - up and left by pressing **1<sub>TS</sub>**.
  - up and right by pressing **3<sub>DEF</sub>**.
  - down and left by pressing **7<sub>QRS</sub>**.
  - down and right by pressing **9<sub>WXYZ</sub>**.
- Place a cross by pressing **5<sub>ALL</sub>**.

## GALACTIC GUNNER

The idea is to shoot the enemy above you while avoiding the bombs being dropped onto you.

The enemy moves from side to side and after each round it comes closer to you.

If you manage to shoot the whole enemy, the game goes on to the next level, which is slightly faster than the previous level.

The game is over when the enemy bombs you or lands on the row right next to your ship.

### *Key functions:*

- Move left by pressing **1<sub>TS</sub>**, **4<sub>GHI</sub>**, **7<sub>QRS</sub>**, **\*<sub>0</sub>**.
- Move right by pressing **3<sub>DEF</sub>**, **6<sub>MNO</sub>**, **9<sub>WXYZ</sub>**, **#<sub>0</sub>**.
- Shoot the enemy by pressing **2<sub>ABC</sub>**, **5<sub>ALL</sub>**, **8<sub>TUV</sub>**, or **0<sub>+</sub>**.

### *Scoring:*

- To hit the enemy's bomb: 1 point.
- To hit the enemy's ship: 5 points.
- Maximum points: 30,000.



## LABYRINTH

The idea is to walk through the labyrinth starting from the upper left corner to the lower right corner as fast as possible. Only part of the labyrinth is displayed at once, in fact the whole labyrinth is much larger. There is only one way to go through the labyrinth, no shortcuts are available.

It might take few seconds to load the game on the display for playing.


### *Key functions:*


- Move up by pressing **2**<sub>↑</sub>.
- Move down by pressing **8**<sub>↓</sub>.
- Move left by pressing **4**<sub>←</sub>.
- Move right by pressing **6**<sub>→</sub>.


### *Scoring:*


The time stands for score. The less time spent on going through the labyrinth, the better the score.

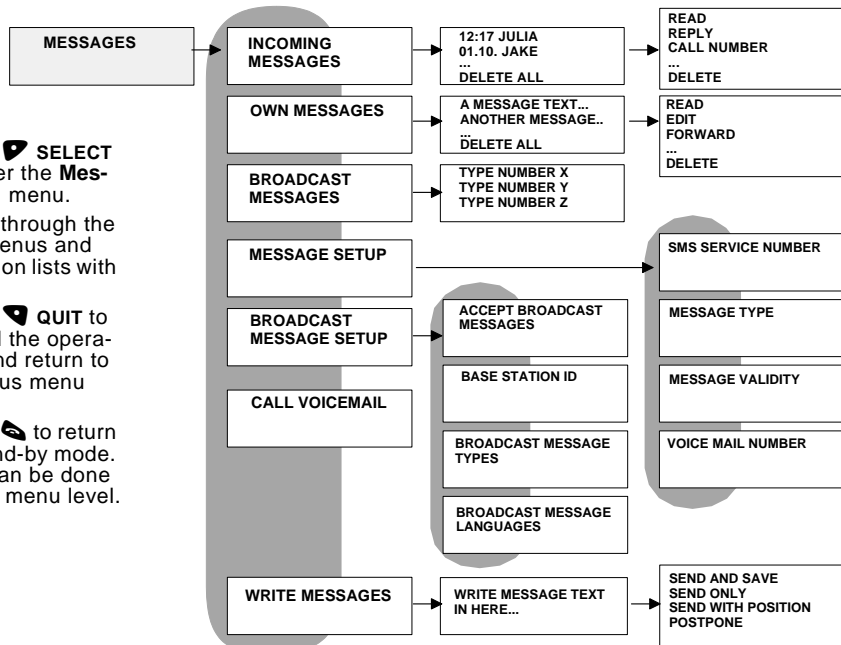
# MESSAGES

Press  **SELECT** to enter the **Mes-sages** menu.

Scroll through the sub-menus and selection lists with .

Press  **QUIT** to cancel the operation and return to previous menu level.

Press  to return to stand-by mode. This can be done at any menu level.



## Incoming messages

In this menu you can read or edit the message or make a call to the sender. You can also send the message back to the sender or forward it to someone else. You can pick the phone number of the sender for further use or delete messages either one at a time or all at once, as well.

The Short Message Service (SMS) is a network feature.

The message settings are found in the **Message setup** menu.

## RECEIVING A NEW MESSAGE

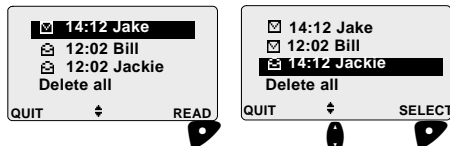
When receiving a new message, an alert sound is heard and an envelope (✉) is shown in the display as the phone is in stand-by mode.

**NN New** shows the number of new messages, **[MM]** shows the number of all incoming messages.

Open the **Incoming messages** menu by pressing **SELECT**.

If there are neither new nor read incoming messages, **No incoming messages** is displayed and you will return to the previous menu level automatically.

## RECALLING INCOMING MESSAGES



This list of incoming messages contains all the incoming messages. The name or the number of the sender and the delivery time of the message are displayed.

If the message is older than 24 hours, the delivery time is replaced by the delivery date.

Closed envelope (✉) on the left indicates, the message is new and unread.

Open envelope (☐) on the left indicates, the message is old and read.

If you do not want to read, select, or delete any of the messages, press **QUIT** to return to previous menu level.

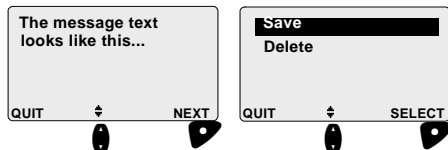
If you wish to delete all the messages displayed in this list, select the option **Delete all** with **LEFT** and press **DELETE**.

Confirm your choice by pressing **DELETE** again or cancel the operation by pressing **NO**.

## READING A NEW MESSAGE

1. Select a message marked with closed envelope (✉) with the help of **LEFT**.
2. Press **READ**.

*The contents of a message is shown as follows:*



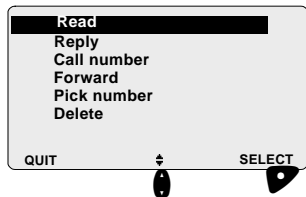
1. By pressing **RIGHT**, you are able to read the whole message.
2. After reading the message, when pressing the right soft key, you are able to save the message or delete it immediately. Select the desired option with **LEFT** and press **RIGHT**.
3. After deleting a message, **Message deleted** will be displayed.
4. After saving a message **Message saved** will be displayed. If you save the message, it will be saved into your SIM card.
5. If there are several new messages, you can read them all, one after another, by

pressing **▼** NEXT. When all the new messages have been read, the right soft key shows **▼** OK.

## READING OR PROCESSING AN OLD MESSAGE

1. Select a message marked with open envelope (✉) with the help of **▼**.
2. Press **▼** SELECT. The message processing list will be displayed.

### *Incoming message processing list*



- Select the desired function with **▼** and press **▼** SELECT.

## Read

Use this option, if you wish to read the old, already read message again.

By pressing **▼**, you are able to read the whole message.


If you wish to continue processing the message, e.g. delete it, press **▼** SELECT.


To return to incoming messages list, press **▼** QUIT.

## Reply

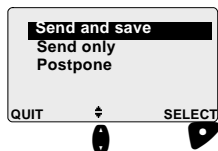
Use this option, if you wish to send the message back to its sender. That way you do not need to key in the phone number or recall it from phone book.

To add letters or special characters into text, press **2**ABC...**9**XYZ and **0**+. To make space, use **\***. With **▼** you can move inside the text. You may also modify the text with the T9 text input tools (for further information about using the T9 text input, please see the chapter *Writing messages*).



When the message is written, press  **SELECT** to send or save the message.

If you do not want to go further, press  **QUIT** to cancel the operation and return to the message processing list.

## SENDING AND SAVING THE EDITED MESSAGE



You have several options to choose from: send and save, send only, postpone.


Select the desired option with  and press  **SELECT**.

### *Send and save*

By selecting **Send and save**, you can send the message and also save it to your SIM card. The edited message is stored as an own message. The original message sent to you is still stored as an incoming message.

However, if there is not enough free memory space to save the message, **No free memory available** will be displayed and you will return to previous menu level. The message will not be sent either. In this case you may delete some old messages to make some free memory space or select the **Send only** option.

The default destination number for the message is the number from where the original message was sent. If the number in question is stored in the phone book, the name of the caller is displayed instead of the number.




To send the message, press  **SEND**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this

case, make sure the receiver's phone number (including prefix) and message box number are correct and there is enough network coverage for radio communication.







#### FORWARDING THE MESSAGE

If you wish to send the message to someone else, you are assumed to change the destination number.

1. To erase the whole default destination number from the display, press  **CLEAR** for a few seconds. When the display is empty, the right soft key shows  **SEARCH**.
2. Key in the new phone number. After the number is keyed in, you can send the message by pressing the right soft key  **SEND**.

#### RECALLING THE PHONE NUMBER FROM THE PHONE BOOK

If you have stored the desired phone number in phone book, you can also recall it from there.

1. Empty the display by pressing  **CLEAR** for a few seconds.
2. Press  **SEARCH**. (Key in the name or its initials and) press  **READ**. Scroll through the numbers with  if needed.
3. When the correct name or number is displayed, press  **SELECT**. Press  **SEND**.

#### *Send only*

By selecting **Send only**, you can send the message without saving it. The original message sent to you is still stored as an incoming message.

For further information about sending the message, please see the instructions in the previous chapter *Send and save*.




#### *Postpone*

By selecting **Postpone** you can save the message (as a draft) without immediately sending it to anyone. If you wish to finish or send the message later, you can recall a postponed message through **Write messages** menu.

#### **Call**

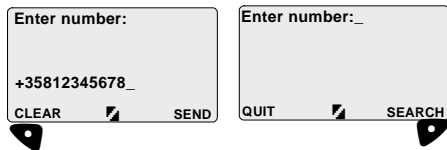
Use this option, if you wish to call the sender of the message. With this option you can also call the number mentioned within the message (assuming the number in question is a phone number).

If the picked number is stored in phone book, the associated name is displayed instead of the number.


- Select the desired number with .
- Make a call by pressing  **CALL**.
- Disconnect the call by pressing .

## Forward



Use this option if you wish to send the selected message to a new receiver. Forwarded messages are not stored as extra copies into SIM card.



Key in the receiver's number. You can also recall the desired number from phone book

by pressing  **SEARCH** (assuming you have stored it in there).

Send the message by pressing  **SEND**.

If you do not want to forward the message, press  **CLEAR** for a few seconds to empty the display and right after  **QUIT** to return to previous menu level.

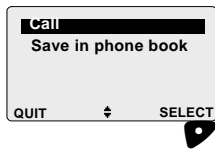
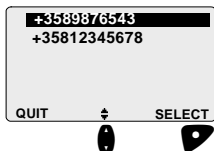
## Pick number






With this option you can take the phone number of the sender and save it in your phone book or make a call to the number in question.

If the message itself contains numbers, you can also select them for later use.

If the number is stored in the phone book, the associated name is displayed instead of the number.

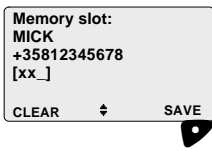









1. Point the desired number with  and press  **SELECT**.
2. To make a call press  **SELECT**.
3. To **save** the number in the phone book, select the desired option with  and press  **SELECT**.

### *Save in phone book*



Use this option if you wish to save the number in your phone book.



1. Key in the name and press  **NEXT**. In case of misspelling, press  **CLEAR** shortly. Please note that pressing  **CLEAR** for a few seconds empties the whole display.
2. Find a free phone book memory slot with the help of . You may also key it in. Only free memory slots are available. Press  **SAVE**.

### **Delete**

In this menu you can delete the chosen message from your SIM card.

Confirm your choice by pressing  **DELETE**. To cancel the operation, press  **NO**.

## Own messages

In this menu you can read, edit and send (i.e. forward) all your saved messages. You can also pick the phone number of the sender for further use or delete the messages either one at a time or all at once.

The message settings are found in the **Message setup** menu.

Open the **Own messages** menu by pressing  **SELECT**.




[MM] shows the number of all own messages.

If there are no own messages, **No own messages** will be displayed and you will return to the previous menu level automatically.



## RECALLING OWN MESSAGES



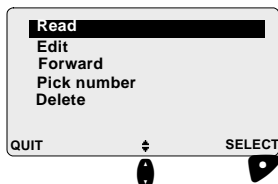
This own messages list contains all your own messages. The messages are sorted in random order, i.e. the order the messages are stored in the SIM.




If you wish to delete all the messages displayed in this list, select the option **DELETE ALL** with  and press  **DELETE**. Confirm your choice by pressing  **DELETE** again.

## READING OR PROCESSING OWN MESSAGES

1. Select a message with the help of .
2. Press  **SELECT**. The message processing list will be displayed.


## Own message processing list





- Select the desired function with  and press  **SELECT**.
- If you do not want to process the message, press  **QUIT** to return to own messages list.

## Read

Use this option if you wish to read a message.






By pressing , you are able to read the whole message including the detailed information about the message at the end of the message.

To return to the message processing list, press  **SELECT**.




To return to the own messages list, press  **QUIT**.

## Edit

Use this option, if you wish to edit the message. After that you can send the edited message to someone or just save it for further use.

With  you can move inside the text. To add letters or special characters into text, press  **2nd** ...  **9** or  **0**. To make space, use  **\***.

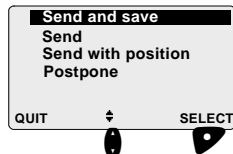
You may also modify the text with T9 (for further information about using the T9 text input, please see the instructions in chapter *Write message*).

In case you wish to edit or shorten the message, press  **CLEAR** shortly to remove letter(s). A long pressing of  **CLEAR** empties the whole display. When the display is empty, the left key shows  **QUIT**.

If you do not want to continue with editing, press **QUIT**. Please note that by pressing **QUIT** you will also lose the edited message.

When the message is written, press **SELECT** to send or save the message.

## SENDING AND SAVING THE MESSAGE



Select the desired option with and press **SELECT**.

### *Send and save*

By selecting **Send and save**, you can both send the edited message and save it in your SIM card.

Key in the number and press **SEND**.

Or, if you have stored the desired phone number in phone book, you can also recall it from there:

1. Press **SEARCH**.
2. (Key in the name or its initials and) press **READ**.
3. Scroll through the numbers with , if needed.
4. When the correct number is displayed, press **SELECT**.
5. Finally press **SEND**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and message box number are correct and also that there is enough network coverage for radio communication.

### *Send only*

By selecting **Send only**, you can send the edited message to someone without saving the message into your SIM card.

For further information about sending messages, please see the instructions in the previous chapter *Send and save*.

### *Send with position*

By selecting **Send with position**, you can send a message to the operator with a request for position information (in this case the position information is based on the GSM network parameters, not the GPS coordinates). You can save the message with your own messages as well.

For further information about sending messages, please see the instructions in the previous chapter *Send and save*.




Please note that this function is available only if your operator supports the appropriate positioning services.

### *Postpone*

By selecting **Postpone** you can save the message (as a draft) without sending it immediately to anyone. If you wish to finish or send the message later, you can recall the postponed message through **Write messages** menu.

## **Forward**

Use this option if you wish to send the selected message to a new receiver. Forwarded messages are not stored as extra copies in SIM card.

1. Key in the desired number or recall the desired number from the phone book (assuming you have stored it in there). To recall the number from the phone book, press  **SEARCH**.
2. (Key in the name or its initials and) press  **READ**.
3. If needed, find the desired number with the help of .

- When the correct number is displayed, press **SELECT**.
- Finally press **SEND**.

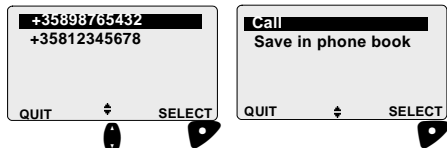
If you do not want to forward the message, press **CLEAR** for a few seconds to empty the display and right after that **QUIT** to return to previous menu level.

### Pick number

With this option you can pick the phone number of the sender and save it in your phone book or make a call to the number in question.

If the message itself contains numbers, you can also select them for later use.

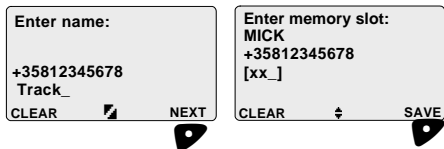
If the number is stored in phone book, the associated name is displayed instead of the number.



- First select the desired number with and press **SELECT**.
- To make a call to a chosen number, press **SELECT** or press .
- To save the chosen number in the phone book, use and press **SELECT**.

### *Save in phone book*

Use this option if you wish to save the picked number in your phone book.



1. Press **NEXT**. In case of misspelling, press **CLEAR** shortly. Please note that pressing **CLEAR** for a few seconds empties the whole display.
2. Find a free phone book memory slot number with the help of . You may also key it in. Only free memory slots are available. Press **SAVE**.

## Delete

In this menu you can delete chosen message from your SIM card.

Confirm your choice by pressing **DELETE**.

If you wish to cancel the operation, press **NO**.

## Broadcast messages

Cell broadcasts are general messages, which are broadcast to all receivers within a particular region. They may contain advertisements, local weather reports and information about road traffic, stock exchange and sport results.

Cell Broadcast Service categorizes the type of information that these messages contain and the language in which the message has been compiled. According to your choice, you are then able to ignore certain message types, e.g. advertising information or messages in an unfamiliar language. Settings for the broadcast messages are found in the **Broadcast message setup** menu.

Cell Broadcast Service is a network feature. For further information, please contact your network operator.

In this menu you can view the general messages broadcast to you, assuming you have set on the option **Accept broadcast messages** in the **Broadcast message setup** menu.

## RECEIVING A NEW BROADCAST MESSAGE



If you have received a new, unread broadcast message, the following text is displayed: **Broadcast messages NN New**.

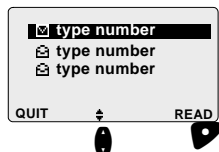
[MM] shows the number of all broadcast messages.

Open the **Broadcast messages** menu by pressing **SELECT**.

If you do not want to open this menu, press **QUIT** and you will return to previous menu level.

If there are neither new, nor read broadcast messages, **No broadcast messages** will be displayed and you will return to previous menu level automatically.

## READING A BROADCAST MESSAGE



This broadcast messages selection list contains all the broadcast messages. Displayed are the envelopes and type numbers of the messages from the newest to the oldest.

Select a message with the help of and press **READ**. Exit the menu by pressing **QUIT**.



## Message setup

Press **SELECT** to enter the **Message setup** menu. Scroll through the sub-menus with **0**.

Press **QUIT** to return to previous menu level.

In this menu you can store and change the number of your voicemail service and the number of the message centre. You can also determine settings for other message operations, such as message type and validity.

The Short Message Service (SMS) and the Voicemail Service are network features.

### SMS SERVICE NUMBER

You need the SMS number to send messages and protocol messages. This number must be set correctly, otherwise sending short messages is not possible.

The currently active setting is shown inside the brackets. If the SMS number displayed is correct, press **QUIT** to return to the previous menu level. If the number is incor-

rect, change the number by pressing **CHANGE**.

By selecting the option **SIM card default**, the SMS service number will be picked up from the SIM card. Confirm the new number by pressing **OK**.

If the SIM card does not contain the SMS number, use **0** and select the option **Other**. Key in the SMS number and press **SAVE**.


If you have stored the number in the phone book, you can also recall it from there by pressing **SEARCH** and **READ**. Find the correct number with **0** and press **SELECT**. Finally press **SAVE**.



Even though the SMS service number is available on the SIM, it is possible to select the option **Other** and store the SMS number into the phone memory. This way you can speed up sending SMS messages when turning the power of the phone on.


The SMS service number can be found e.g. in the manual of your local network operator.

## MESSAGE TYPE

In this sub-menu you determine what kind of message you are processing. You can choose the message type from these: text, fax, X400, email, ermes, or data.


The currently active setting is displayed. To change the message type, press  **CHANGE**.



Select the new option with  and confirm your choice by pressing  **OK**.


If you do not want to change the message type, press  **QUIT** to return to previous menu level.

## MESSAGE VALIDITY

In this sub-menu you determine the length of validity for each message. You can choose the message validity from these: 1 hour, 6 hours, 24 hours, 1 week or maximum time.


The currently active setting is displayed. To change the message validity, press  **CHANGE**.


Select the new option with  and confirm your choice by pressing  **OK**.






If you do not want to change the message validity, press  **QUIT** to return to previous menu level.


## VOICEMAIL NUMBER

You need the voicemail number to listen to the voice messages left for you. The same number is also used in connection with the function **Call diversion**.



The currently active setting is shown inside the brackets. To change the voicemail number, press  **CHANGE**.


Key in the new number. Press  **SAVE** to confirm your choice.

Or, if you have stored the number in your phone book, you can also recall it from there. In this case, press  **SEARCH** and  **READ**. Find the correct number with  and press  **SELECT**. Finally press  **SAVE**.

If you do not want to change your voicemail number, press  **QUIT** to return to previous menu level.




## Broadcast message setup

Press  **SELECT** to enter the **Broadcast message setup** menu. Scroll through the sub-menus with .

If you do not want to change these settings, press  **QUIT** to return to previous menu level.

## ACCEPT BROADCAST MESSAGES

In this menu you can determine, whether you wish to accept broadcast messages, such as advertisements, weather forecasts, traffic reports and sport results.

Currently active setting is displayed. To change the setting, press  **CHANGE**. Set the option on or off with . Confirm your choice by pressing  **OK**.

## BASE STATION ID

The base station id indicates the area, in which your phone is located at the very moment. If the option is set on, the sign of the base station is displayed as the phone is in stand-by mode. However, all the networks do not use the sign.


Please note that using the base station id raises the power consumption.

Set the option on or off as described above.

## BROADCAST MESSAGE TYPES

If you have turned on the option **Accept broadcast messages**, general messages of different types can be broadcast to you (depending on your SIM card).

In this sub-menu you can add or delete certain types of messages, e.g. advertisements, which you do or do not want to accept.

Press  **SELECT** to open the broadcast type selection list.

The types of messages are divided into different numbers. In order to find out which number corresponds certain type of a message, please contact your network operator.

### Deleting message type

With **0** you can select the numbers of types, which you do not want to accept. Press the right soft key **DELETE**.

Confirm your choice by pressing **DELETE** or cancel the operation by pressing **NO**.

### Adding new message type

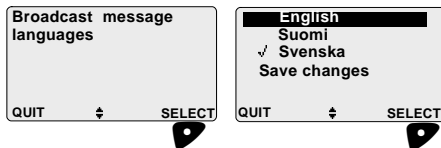
To add certain types of messages in this selection list, select the option **New** and press **SELECT**.

In case the display is not empty, first erase the old number by pressing **CLEAR** for a few seconds. Key in the new broadcast message type number and press **SAVE**.

## BROADCAST MESSAGE LANGUAGES

By pressing **SELECT** you can choose, in which languages you wish broadcast messages are broadcast to you.

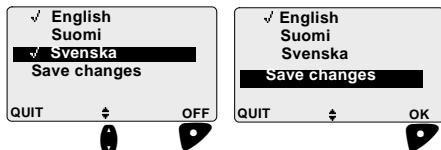
### Adding message language



You may scroll over the top to the bottom of the list and vice versa with **0**. When you select the desired language, press the right soft key **SELECT**. The selected language will be marked with **✓**. Selecting several languages is possible.

When all the desired languages have been marked, move the cursor to point at **Save changes** and press **OK**.

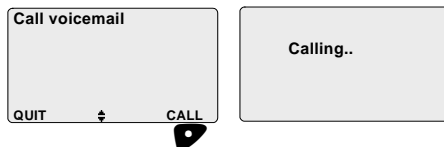
## Deleting message language



In case you have already marked a language you do not want after all, move the cursor to select the language in question and press the right soft key **OFF**. However, at least one language must be chosen (marked) before you can exit the selection list.

When all the desired languages have been marked, move the cursor to point at **Save changes** and press **OK**.

## Call voicemail



In this menu you can listen to the messages left on your voicemail service. Press **CALL** and the phone will call the number of your voice mailbox service. To disconnect the call press **END**.

Make sure you have correctly stored your voicemail number in the **Message setup** menu.

Voicemail service is a network feature.

## Writing messages

In this menu you can:

- write new message
- edit postponed message.

You have two ways to write messages: you can use either the T9 mode or the spelling mode. When writing in T9 mode you need to press the key just **once** to enter the desired letter - please note that a single word takes its form only after you have entered the whole word. When writing with spelling mode you get the first letter of the key when pressing the key once, the second letter when pressing the key twice and so on.

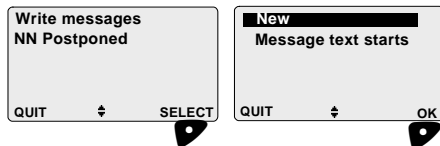
The maximum amount of characters in one message is 640. The number in the upper right corner of the display indicates how many characters can still be used for the message.


For example, when you start writing the message, you have space for 640 characters. The more you write, the smaller the num-


ber the indicator shows. When there is no space left, it shows 0.

However, please note that if you write a long message (over 160 characters), the message will be send in several packages (i.e. the charge of this message might be increased).

### WRITING NEW MESSAGE



Press  **SELECT** to enter the **Write messages** menu.

You can also enter writing messages directly from stand-by mode by pressing  for a few seconds.

If you do not have a postponed message, the display is empty and you can start writing new message immediately.

If there is a postponed message, the selection list will be displayed. Select **New** by pressing **1** **T9** OK.

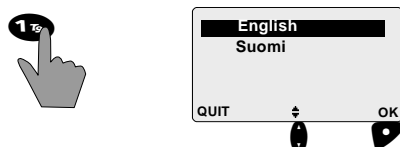
## RECALLING POSTPONED MESSAGE

You can have one postponed message. If you postpone another message, the older postponed message is overwritten by the newer postponed message. Turning the phone off does not clear the postponed message.

1. Press **1** **T9** **SELECT** to enter the **Write messages** menu.
2. Select the postponed message with **0** and press **1** **T9** **OK**.

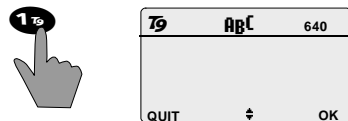
## WRITING MESSAGES WITH T9 MODE

### Selecting language



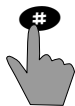
Press **1** **T9** for a few seconds. Select the desired language with **0** and press **1** **T9** **OK**.

### Turning T9 mode on or off



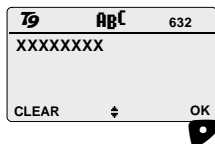
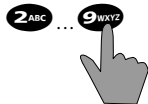
Press **1** **T9**. When the T9 mode is turned on, **T9** is shown on the display.

## Switching character forms



Press **#** to switch the character forms. The symbol **ABC** stands for upper case letters, **abc** lower case letters, and **123** numbers. You may use the **ABC** symbol when writing sentences.

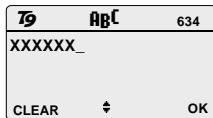
## T9 Text Input



Use the letter keys (**2ABC** ... **9WXYZ**) for writing. Press the key just **once** to enter the desired

letter. The maximum amount of characters in one word is 32.

A single word takes its form only after you have entered the whole word.



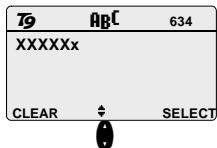
If you are satisfied with the word the phone offers you, confirm the word by pressing **\***. The key also serves as a spacebar.

## Writing compound words

When writing a compound word, you are assumed to press **OK** after each part of the word until the whole compound word has been entered.



## Looking for alternative words



If the final word is incorrect, scroll through the alternatives with to find the right one and press to accept it.

In case the phone cannot find the correct word, switch into the spelling mode by pressing . Write the whole word (or words) once again. As you switch back into T9 mode, the new word (or words) will be saved automatically in memory.

## Saving new words

The T9 has an automatic saving system, which means it will learn the most frequent words you use, even though they are not used in common language.

The automatic saving takes place when switching from the spelling mode to the T9 mode or when pressing QUIT or OK.

## Beeping sounds

In case you try to do an illegal action, such as continue writing the message when there is no space left, or press a key that does not match for the keystroke sequence entered, the T9 will beep and ignore the action.

## Adding special characters



79	ABC	634
XXX XX		
		OK

1/5		
1=+	2=.	3=,
4="	5='	6=?
7=!	8=:	9=;
QUIT		

2/5		
1=-	2=@	3=*
4=#	5=&	6=/
7={	8=}	9=<
QUIT		

3/5		
1=>	2=	3=%
4=_	5=\$	6=£
7=§	8=¥	9=¤
QUIT		

4/5		
1=i	2=¿	3=Δ
4=Φ	5=Γ	6=Λ
7=Ω	8=Π	9=Ψ
QUIT		

5/5		
1=Σ	2=Θ	3=Ξ
QUIT		

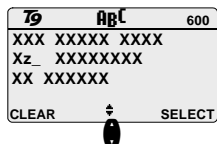
By pressing **0** for a few seconds, a wide selection of special characters is available to you. There is a total of five pages of special characters. The page number is shown on the upper right corner of the display.

Select the right page with **0** and press the numeric key, which corresponds the desired character.

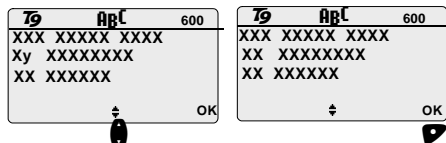
For example, when you wish to add an & - character into text, first press **0** for a few seconds. Then scroll through the pages by pressing **0** until the & is displayed. Press **5**.

When the key has been pressed, you will return automatically to the message you are writing at the moment.

## Making final corrections



You can read through your message by pressing **0**. To change a word, move the cursor to the right side of the incorrect word and press **0** **CLEAR**.



Write the word once again. If the word is still incorrect, find an alternative word with **0**.

Finally confirm the correct word by pressing **\*** or **OK**.

You can also switch into the spelling mode (by pressing **1**).

## WRITING MESSAGES WITH SPELLING MODE

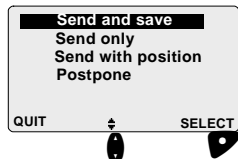
Turn the T9 mode off by pressing **1**. When the T9 mode is turned off, there is no **T9** in the display.

The special characters are all found under the **0** -key. For further information about special characters, please see the T9 instructions in the previous chapter *Writing messages with T9 mode, Adding special characters*.

Correcting the text: With **0** you can move back and forth inside the text, with **0** **CLEAR** you can erase text and with **\*** you can make space. By pressing **#** you can switch between upper case letters, lower case letters and numbers.

## SENDING AND SAVING THE WRITTEN MESSAGE

When the message is ready, press **SELECT**.

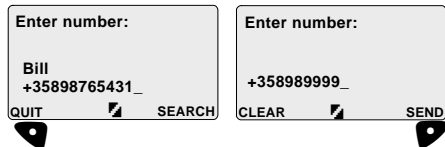


Select the desired option with and press **SELECT**.

If you do not want to send or save anything, press **QUIT**.

### Send and save

By selecting **Send and save**, you can send the message and also save it into your SIM card as an own message.



As the display is empty, key in the receiver's phone number. Press **SEND**.

Or, if you have stored the desired phone number in phone book, you can also recall it from there.

### *Recalling a phone number from the phone book*

1. Press **SEARCH**.
2. If desired, key in the name or initials of it. Press **READ**.
3. Scroll through the phone book with until the correct number is displayed.
4. Press **SELECT**.

5. Press  **SEND**.

If there is SMS transmission failure, the text **Error in sending** will be displayed. In this case, make sure the receiver's phone number (including prefix) and message box number are correct and also that there is enough network coverage for radio communication.

### Send

By selecting **Send**, you can send the message to someone without saving the message in your SIM card.

For further information about sending the message, please see the instructions above, in the previous chapter *Send and save*.

### Send with position

By selecting **Send with position**, you can send a message to the operator with a request for position information (in this case the position information is based on the GSM network parameters, not the GPS co-

ordinates). You can save the message with your own messages as well.

For further information about sending messages, please see the instructions in the previous chapter *Send and save*.

Please note that this function is available only if your operator supports the appropriate positioning services.

### Postpone

By selecting **Postpone** you can save the message to yourself (as a draft) without sending it immediately to anyone.

If you wish to finish or send the message later, you can recall the postponed message through **Write messages** menu.




In case you have a postponed message, which you continue and postpone again, the newer postponed message replaces the old one. An empty message cannot be postponed.



## SPECIAL SERVICES (SIM TOOLKIT)

The services offered through this menu item are often informative, such as default language, weather forecasts, stock quotes, ticket reservations etc. The actual content of this menu depends on the SIM toolkit application. The SIM toolkit application is handled by the operator.

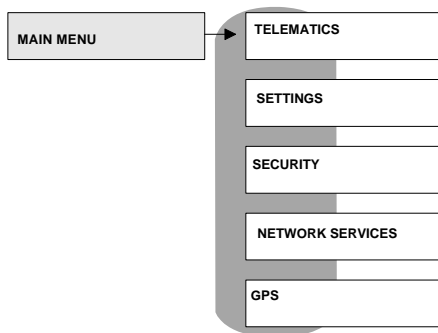
This service is not available in all countries. For further information on Special Services and the SIM Toolkit, please contact your network operator.

In order to use these Special Services you need a specific SIM card supporting the SIM toolkit inserted in the phone. Otherwise this menu item is not visible at all.

- Press  **SELECT** to enter the **Special services** menu.
- Scroll the sub-menus with  and make a selection by pressing the right soft key  **SELECT**.

- Press  **QUIT** to cancel the operation and return to the previous menu level.
- Press  to return to stand-by mode. This may happen at any menu level.

# MAIN MENU



## USING THE MAIN MENU FUNCTIONS

The menu tree contains several useful functions which you can set and adjust to your particular needs.

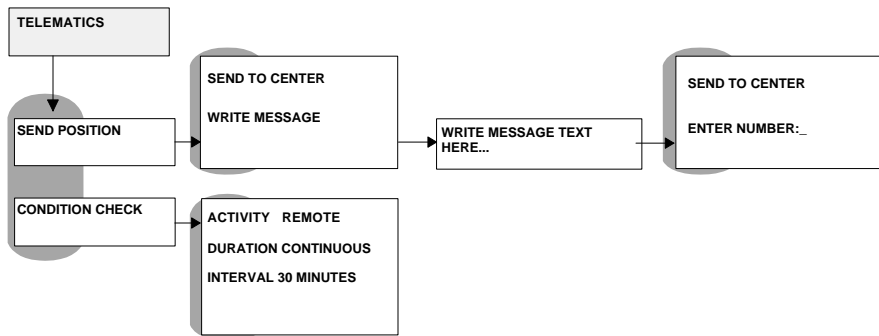
Press **MENU** to enter the main menu. The main menu contains menus such as: **Telematics**, **Settings**, **Security**, **Network services** and **GPS**. The menu symbols are displayed on the upper row. Use **UP** to scroll through the menus.

To choose one of these menus, press the right soft key, e.g. **SELECT**, and you will enter the sub-menus of this menu.

Use **DOWN** to scroll through the sub-menus. When you find the desired option press **SELECT** or enter the desired information.

Press **QUIT** to return to the previous menu level. You can return directly to stand-by mode from all menu levels by pressing **POWER**.





# TELEMATICS MENU TREE



## TELEMATICS

Telematics is a kind of electric data transfer technique, which can also be used in a wireless phone networks. Nowadays, telematics offers several new services and applications, such as GPS-positioning (which can be used e.g. in rescue operations) and different remote-controlled devices (which

can be used e.g. in medical equipment and emergency and service centers).

- Press  **SELECT** to enter the **Telematics** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to the previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.



## WHAT TO DO FIRST

In order to use telematics functions, such as **Send position** and **Condition check**, you need to have a contract with the service provider. The service provider will then supply you with the user-id and initiate telematics functions by sending the activation message. Initiation requires user identification, so you need to store the user-id in your phone as soon as it is supplied. For further information, please see the chapter *Main menu, Settings, Telematics settings, Service user-id*.

Before you start using the telematics functions, also make sure that required telematics settings are done and essential phone numbers stored properly in your phone. Such numbers are:

1. **Service center number.** For further information, please see the chapter *Main menu, Settings, Telematics settings, Advanced telematics settings*.





2. **SMS service number.** For further information, please see the chapter *Memo, Messages, Message setup*.

The **Telematics** (functions), **Advanced telematics settings** and **GPS settings** can be secured by a security code. For further information about the code, please see the chapters *Introduction, Vocabulary, Security code* and *Main menu, Security, Security code request* and *Change security code*.


## Send position

In this menu you can send your position to the service center or to someone you desire, e.g. a friend or relative. You can also enclose a short message to go along with it.


If your position has changed since the latest position calculation, you may refresh your position before the sending. For further information, please see the chapter *Quick menu, Position refresh*.


1. Press  **SELECT** to enter the **Send position**.
2. Find the desired option  and press  to complete the operation.
  - By selecting **Send to center**, you will send your position to the service center immediately, without a message.
  - By selecting **Write message**, you can first write a message and then select the receiver. Receiver can be the service center as well as a private person. Key in the receiver's phone number or recall it from the phone book by pressing  **SEARCH**.
  - To send your position information to a private person, without any message enclosed, select the option **Write message** and leave the text buffer blank.

## Condition check


Condition check is a kind of timer, which provides a periodic check of your activity. If you do not respond to a check request by pressing the right soft key , the phone starts an emergency procedure (i.e. sends the configured emergency message to the service center) after a while.

**The condition check timer is remotely configured and controlled by the service center.** You can view the settings related to the timer in the **Condition check** menu but cannot clear or change them from the phone.

Press  **SELECT** to enter the **Condition check** menu.

After viewing you can exit the menu by pressing  **OK**.

### *Timer turned on or off*

If the timer is turned on, the **Activity** setting shows **Remote**, and -symbol is displayed

in stand-by mode. If the timer is turned off, the **Activity** setting shows **Off**.

### *Duration of timing*

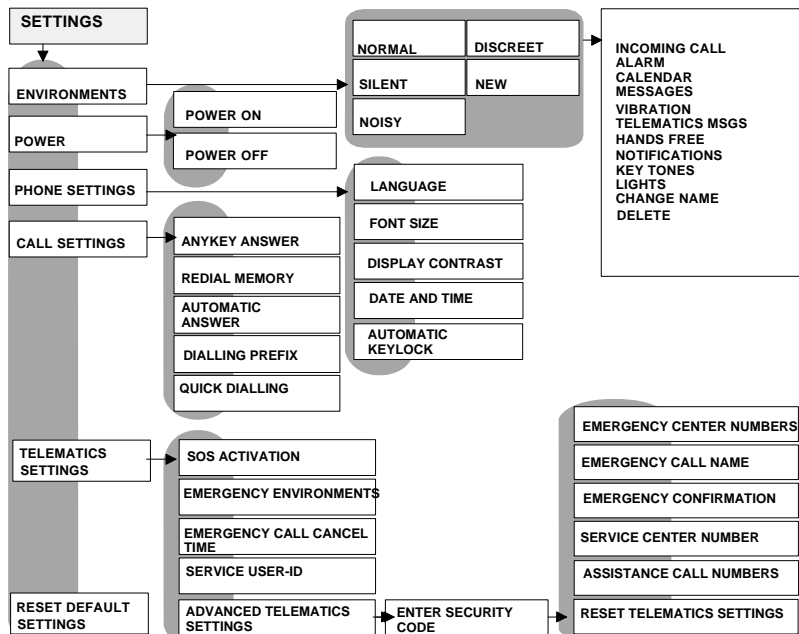
Duration shows, on what terms and for how long the timer will be turned on. After that, the timer will turn off automatically.

- **Continuous:** The timer will be turned on until further notice.
- **Amount of messages:** The timer will be on until you have confirmed a certain amount of messages (notifications) sent to you by the phone.
- **Duration:** The timer will be on for a period of time. The time period is the number of days, hours and minutes displayed.
- **End time:** The timer will be on until the end time is reached. The end time is the date displayed.





### *Interval for sending check request*

The given interval, e.g. 60 minutes, indicates that the phone will send you confirmation notifications at intervals of 60 minutes.

# SETTINGS



Settings are divided into several sub-categories: environments, power settings, phone settings, call settings, telematics settings and reset default settings.


- Press  **SELECT** to enter the **Settings** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.


## Editing environments



Environment consists of several sound and lights settings. Different environments are used for different situations, e.g. when attending to a meeting or going outdoors.


You have several environments to choose from. You can **turn on** a specific environment in the quick menu. For further information about it, please see the instructions in the chapter *Operation, Quick menu, Environments*.

Environments have default settings, so you may use them as they are. However, adjusting the settings of these environments is possible, as well: e.g. you can change melodies or volume levels as you like.

You can edit any of the environments so that the phone stays totally silent or makes no more than beep sounds when receiving a call. When a totally soundless environment is turned on,  will be displayed as a sign of silence.

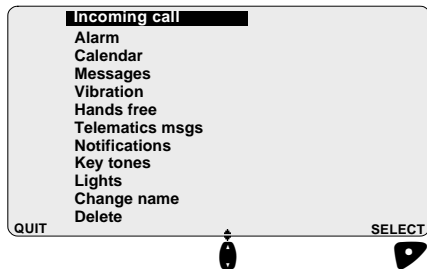
Press  **SELECT** to enter the **Environments** menu. In this menu you can **edit** the environments.



Select one of the existing environments with . Press  **CHANGE**.

To create an environment of your own, select **New** by pressing  **SELECT**.

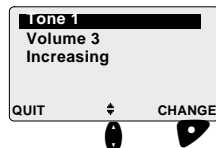
## NORMAL ENVIRONMENT

In this menu you can adjust settings for normal sound environment.





1. Select an option displayed in the list with the help of .
2. Press  **SELECT**.



**Editing sound settings for incoming call, alarm, calendar, short messages and telematics messages (sent by the protocol)**



The current settings for the chosen option are displayed.

With  you can select the setting you wish to change. Press  **CHANGE**.



### *Selecting tone*

Use  to scroll through the tones. At the same time, you will hear samples of each tone listed. Select the desired option by pointing it and press  **OK**. Although names of the tones are sorted in groups, se-



lecting any tone for calls, messages, the calendar and alarm is possible.

### *Selecting volume*

Volume has several settings to choose from. The volume level can also be set to 0 (zero), which is totally silent.

Use  to scroll through the volume levels. At the same time, you will hear samples of each volume level listed. Select the desired option by selecting it and press  **OK**.



### *Selecting mode*



The alert mode has 2 settings to choose from: fixed and increasing. Use  to select the mode and press  **OK**.

Selecting alert mode is not available in short messages or telematics messages.



## **Selecting vibrating alert**

Vibration can be used along with these functions: **Incoming call**, **Alarm**, **Calendar**, **Messages** and **Telematics messages**.

You may scroll the list with . When you select the desired function, press the right soft key  **SELECT**. The selected function will be marked with ✓.

In case you have already marked a function with which you do not want to use the vibration after all, highlight the function again and press the right soft key  **OFF**. When all the desired functions have been marked, move the cursor to point at **Save changes** and press  **OK**.

## **Setting hands free and lights**

Turn the setting on or off with . Press  **OK**.



This phone has an internal hands free function. When the **Hands free** is turned on, the call will be shifted to the HF-mode and you

can have a phone conversation without placing the hook on your ear.



The hands free setting can also be changed during a call. For further information about this, please see the chapter *Quick menu, Options during a call*.

### Editing notifications and key tones


The volume has several levels to choose from. Volume level can also be set to 0 (zero), which is totally silent.


Use  to scroll through the volume levels. At the same time, you will hear samples of each volume level listed. Select the desired option by pointing it and press  **OK**.

### Renaming an environment


Press  **CLEAR** to erase the digits. Key in the new name. Press  **SAVE** to confirm your choice, otherwise the changes will not be saved.

### Deleting an environment

You can delete the environments, you have created by yourself by pressing  **DELETE**.

To cancel the operation, press  **NO**.

### SILENT ENVIRONMENT

In this menu you can adjust settings for the silent environment. As a sign of phone being totally silent, the symbol  shows in the display.

For further information about editing this environment, please see the instructions in the previous chapter *Normal environment*.

### NOISY ENVIRONMENT

In this menu you can adjust settings for the noisy environment.

For further information about editing this environment, please see the instructions in the previous chapter *Normal environment*.



## DISCREET ENVIRONMENT

In this menu you can adjust settings for the discreet environment.

For further information about editing this environment, please see the instructions in the previous chapter *Normal environment*.

## CAR KIT ENVIRONMENT


In this menu you can adjust settings for the car kit environment. For further information, please see the instructions in the previous chapter *Normal environment*.

Attaching the phone to a car kit will automatically turn the car kit environment on and unlock the keypad of your phone.

The car kit is an accessory and it is sold separately.





## NEW ENVIRONMENT

In this menu you can create an environment of your own. The amount of your own environments is limited.

After selecting **New**, key in the name for this environment. Press  **SAVE**.

For further information about editing this environment, please see the instructions in the previous chapter *Normal environment*.


## Power

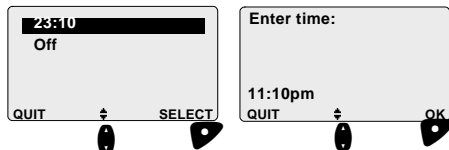
- Press  **SELECT** to enter the **Power** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.


### POWER ON


You can select, which time format you want to use: 24-hour format or 12-hour format (am/pm). Set the desired time format in the main menu, under **Settings**, **Phone settings**, **Date and time**.


When the **Power on** timer is activated, the phone turns itself on every day at the same time.





Current setting for the power on timer is displayed. If you wish to change the setting, press  **CHANGE**.



Press  **SELECT** to change the time. Key in the hours.

When using the 12 hour-format, press  to switch between **am** (past midnight till noon) and **pm** (past noon till midnight).

Next key in the minutes. Press  **OK**.

Use  to activate the timer. Press  **SELECT**. Use  to turn the timer either on or off. Press  **OK**.

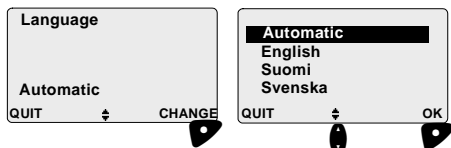
### POWER OFF

When the **Power off** timer is activated, the phone turns itself off every day at the same time. The **Power off** timer functions the same way as the **Power on** timer.

## Phone settings

- Press **SELECT** to enter the **Phone settings** menu. Scroll through the sub-menus with **↓**.
- Press **QUIT** to cancel the operation and return to previous menu level.
- Press **⏏** to return to stand-by mode. This can be done at any menu level.

### LANGUAGE



In this menu you can change the language the phone uses.

Press **CHANGE**. When the default menu language is **Automatic**, it means the language is chosen according to your SIM

card's language preference. If the information is not available, English will be set as the default menu language.

If the current menu language is not the one you wish to use, select the desired language with **↓** and press **OK**.

Even though you are not in this menu, you can always change the language back to English by pressing **\*#06#** for a few seconds. At the same time the settings are reset to the factory installed ones.

### FONT SIZE

This option allows you to change the font size. By selecting **Fixed**, the font size stays the same all the time.

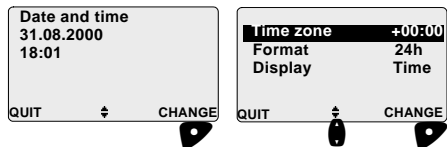
Press **CHANGE**. Scroll through the options with **↓** and choose the one you wish to use. Press **OK**.

## DISPLAY CONTRAST

In this menu you can adjust display contrast.

Press **CHANGE**. Select the contrast with and press **OK**.

## DATE AND TIME



In this menu you can change date and time settings. Please note that the time information determined here is used together with call logging, incoming messages as well as alarm clock and timers.

Press **CHANGE**. Select the desired option with . Press **CHANGE**.

Please note that when setting the date and time initially, the GPS needs to be turned on and the position needs to be read from a satellite. For further information about GPS, please see the chapter *Main menu, GPS*.

## Time zone



By selecting **Time zone**, you can select the local time, your country uses. The default time comes to your phone from a satellite and it is called the standard Coordinated Universal Time (UTC), i.e. "the Greenwich Time".

The standard time zone (UTC) shows here 00:00 and you may need to correct it to match your local time zone. For example, the common time zone in Central and Southern Europe and Scandinavia is +1:00. In Eastern Europe, Finland and Greece the common time zone is +2:00. Key in your local time zone shift with numeric keys. Change the +/- -character by pressing . Press **OK**.



Please note that if the daylight-saving time is in use in your country, you need to change the time zone manually each time, when shifting from winter time to summer time and vice versa. E.g. in Finland time zone in winter is +2:00 but time zone in summer is +3:00.

### Format

By selecting **Format** you can determine whether the time will be displayed as 24 hours or as 12 hours am/pm.

Select the desired time format with . Press  **OK**.




### Display

By selecting **Display**, you can determine whether the date or time (or both) is displayed in stand-by mode. Select the option with . Press  **OK**.





## AUTOMATIC KEYLOCK

The keypad lock is used to prevent accidental key strokes.


In this menu you can turn the automatic keylock on or off. If the automatic keylock is turned on, the keypad will be locked automatically if no key has been pressed for a few seconds.

Press  **CHANGE**. Select on or off with .  
Press  **OK**.



## Call settings


- Press  **SELECT** to enter the **Call settings** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.

### ANYKEY ANSWER

If anykey answer is turned on, you can answer an incoming call by pressing any key on the keypad, not only the  key.

In this menu you can turn the anykey answer on or off.



Press  **CHANGE**. Select on or off with .


Press  **OK**.


### REDIAL MEMORY

If redial memory is turned on, the last dialled numbers are stored in memory.

In this menu you can turn the redial memory on or off.

Press  **CHANGE**. Select on or off with .



Press  **OK**.


These numbers can be recalled by pressing  when the display is empty and the phone is in stand-by mode.

### AUTOMATIC ANSWER

If the automatic answer is turned on, incoming call is answered automatically after certain number of rings.

In this menu you can turn the automatic answer on or off.

Press  **CHANGE**. Select on or off with .

Press  **OK**.

There is an internal earpiece in this phone. This makes hands free calls and automatic answer possible also without an external HF kit. How hands free works in automatic answer depends on the selected environment and its hands free setting. For further


information, please see the chapter *Main menu, Settings, Environments, Normal environment*.


## DIALLING PREFIX

Dialling prefix is sent to network before the dialled number. E.g. this kind of prefix could be #31#, which tells network not to show the caller's number when making calls. \*31# works the other way around.

In this menu you can turn an individual constant dialling prefix on or off. The maximum number of user adjustable dialling prefix options is 3.

Press  **CHANGE**.



To add a prefix, select the item **Add new**. Key in the desired prefix and press  **OK**.

To turn the option off, select the item **Off**. Press  **OK**.




Dialling prefix does not affect the emergency call setup routine.

## QUICK DIALLING





When the quick dialling option is turned on, you can call quickly to those phone numbers, which are stored in the phone book memory slots 2 - 9.

Press the chosen numeric key (between  - ) and hold it down for a few seconds. The phone calls directly to the phone number stored in that memory slot in your phone book.

In this menu you can turn the quick dialling option on or off.




Press  **CHANGE**. Select on or off with .  
Press  **OK**.

## Telematics settings

- Press  **SELECT** to enter the **Telematics settings** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.







## SOS ACTIVATION

In this menu you can specify the way, the emergency (SOS) call will be started:








- by pressing and holding down the emergency button for a few seconds or
  - by pressing the button quickly **twice** (in 5 sec.).
1. Press  **CHANGE** to enter the **SOS activation** menu.
  2. Find the desired option with  and press .

## EMERGENCY ENVIRONMENTS

In this menu you can determine the sound and display settings, which will be on during and after an emergency call.

1. Press  **CHANGE** to enter the **Emergency environments** menu.
2. You can select either normal or silent environment for the emergency calls. Scroll with  and press  **CHANGE** to enter the desired environment menu.
3. A list of options is displayed:
  - By selecting **Activate** you can turn on this particular environment. Confirm your choice by pressing .
  - By selecting **Tone** you can select the melody, which will be used along with emergency calls. When scrolling the melody list with  you will hear samples of each tone listed. Confirm your choice by pressing .
  - By selecting **Volume**, you can adjust the volume, which will be used along with this environment. When pressing






- with  you will hear samples of each volume level. Confirm your choice by pressing  **OK**.
- You can also select other options, such as **Ringling mode**, **Vibration**, **Hands free** and **Displays**, to be used along with this environment. Select the desired option by pressing  **SELECT** and confirm your choice by pressing  **OK**.
  - By selecting **Call mode**, you can select whether you wish the voice to be audible one-way (to the center) or two-ways (to the center and back to your ear). Select with  and press  **OK**.
  - By selecting **Change name**, you can rename the emergency environment in question. Key in the new name and press  **SAVE**.


## CANCELLING TIME OF EMERGENCY

After pressing the emergency (SOS) button in order to start an emergency call, the voice call and the short message can still be cancelled.

In this menu you can determine the exact time (in seconds) the cancellation needs to be done. This function is a kind of delay: a message will not be sent or a call will not be made if it is cancelled in the pre-defined time.

1. Press  **CHANGE**.
2. Select the time of delay (e.g. 7 sec.) with .
3. Press  **OK**.



Please note that if the cancelling time is set to zero (0), there is NO possibility to cancel the sending of the emergency message.

When cancelling the emergency call or message, press  during the time of delay (e.g. in 7 sec.).



## SERVICE USER-ID

You need the user-id for identifying yourself to the service provider. You may have several phone numbers, but only one user-id number.

The user-id is unique and it is supplied by the service provider.


1. Press  **CHANGE** to enter the **Service user-id** menu.
2. Key in your user-id and press  **OK**.

## Advanced telematics settings

1. Press  **SELECT** to enter the **Advanced telematics settings** menu.
2. **Advanced telematics settings** can be secured by a code. If the security code is required for accessing this menu, key in the code and press  **OK**.

For further information, please see the chapter *Main menu, Security, Security code request*.

## EMERGENCY CENTER NUMBERS

The emergency center numbers menu includes a list of emergency center numbers. The list is used when sending emergency (SOS) messages or making (SOS) calls by pressing the BeneGuard-button ().

The numbers are in priority order, starting from the top of the list. These numbers work as "a chain": If the first number is unreachable (after two attempts), the phone calls or sends the short message to the second number. If it is not answered either,

the phone will go on to the third number in the list and so on.





The phone tries to reach contact with the other numbers **once** before moving on to the next number in the list. If there is still no answer after going through the whole list, the calling procedure will be started all over.

Please note that if the **Fixed dialling numbers (FDN)** is used, these emergency numbers **must** also be stored in the **FDN phone book**. Otherwise, the emergency numbers are not available in this list, either.




For further information about the FDN function, please see the chapters *Memo*, *Phone book* and *Main menu*, *Security*, *Fixed dialling numbers*.

You can have two numbers (phone number and SMS) associated with each emergency center number. If both options, SMS number and call number, are turned on at the same time, the call number will be displayed in the list of emergency center numbers. If only SMS is turned on, the SMS number will be displayed in the list. The plain + -characters indicate there are no

numbers at all in the list of emergency center numbers.

1. Press  **SELECT** to enter the **Emergency center numbers** menu.
2. You may scroll the emergency numbers list with .
3. You can edit or add a number by first selecting one of the order numbers (1 to 5) with  and pressing  **CHANGE**.

*When storing a call number in the list of emergency numbers proceed as follows:*

1. Select the option **Call**. Press  **CHANGE**.
2. Select the option **Number**. Press  **CHANGE**.
3. Key in the desired call number and press  **SAVE**.

You can also recall the number from the **Phone book**, assuming it has been stored there. In this case, first empty the display by pressing **CLEAR**. Press **SEARCH**.

For further information about recalling a number from phone book, please see the chapters *Memo*, *Phone book*, *Recalling a number from phone book* and *Memo, Messages, Incoming messages, Sending and saving the message, Recalling phone number from the phone book*.

4. Next select the option **Call** with . Press **CHANGE**.
5. Finally select the option **On** with . Press **OK**.
6. Return to the previous menu level by pressing the left soft key .

*When storing an SMS number in the list of emergency numbers proceed as follows:*

1. Select the option **SMS** with . Press **CHANGE**.
2. Select the option **Number** by pressing **CHANGE**.

3. Key in the desired SMS number, or recall it from the phone book. Press **SAVE**.
4. Select the option **SMS** with . Press **CHANGE**.
5. Select the option **On** by pressing **OK**.

## EMERGENCY CALL NAME

You can name the emergency call. Enter the menu by pressing **SELECT**. Key in the desired emergency call name and press **SAVE**.







The name will be displayed during an emergency call.

## EMERGENCY CONFIRMATION

In this menu you can request the emergency center to send you *a confirmation* of the emergency message. This way, in a case of an emergency, after you have sent the emergency message and received confirmation



from the emergency center, you can be confident that help is on the way.

You can also specify *the waiting time*, i.e. how long time the phone waits for the confirmation before trying to reach some other emergency center number.

- Select **Confirm** by pressing  **CHANGE**. Turn the confirmation on or off with . Press  **OK**.
- Select **Wait** and press  **CHANGE**. Select the waiting time with . Press  **OK**.







## SERVICE CENTER NUMBER

In this menu you can change and store the phone number, which is used for sending telematics protocol messages.

1. Press  **CHANGE** to enter the **Service center number** menu.
2. Key in the number of the service center and press  **SAVE**.



## ASSISTANCE CALL NUMBERS

In this menu you can activate and store the voice call number and/or the SMS number. The number is used for making an assistance call or sending an assistance call request. If desired, you can also set the phone to answer automatically to the incoming assistance call.

1. Press  **SELECT** to enter the **Assistance call numbers** menu.
2. Select the desired option with . Press  **CHANGE**.
  - Key in the number of the service provider and press  **SAVE**.
  - Turn the activation on or off and press  **OK**.
  - Turn the automatic answer on or off and press  **OK**.



## RESET TELEMATICS SETTINGS


Use this option if you want to restore all **telematics** settings, including the advanced ones, to factory default settings.

Press  **OK**. Confirm your choice by pressing  **OK** again.

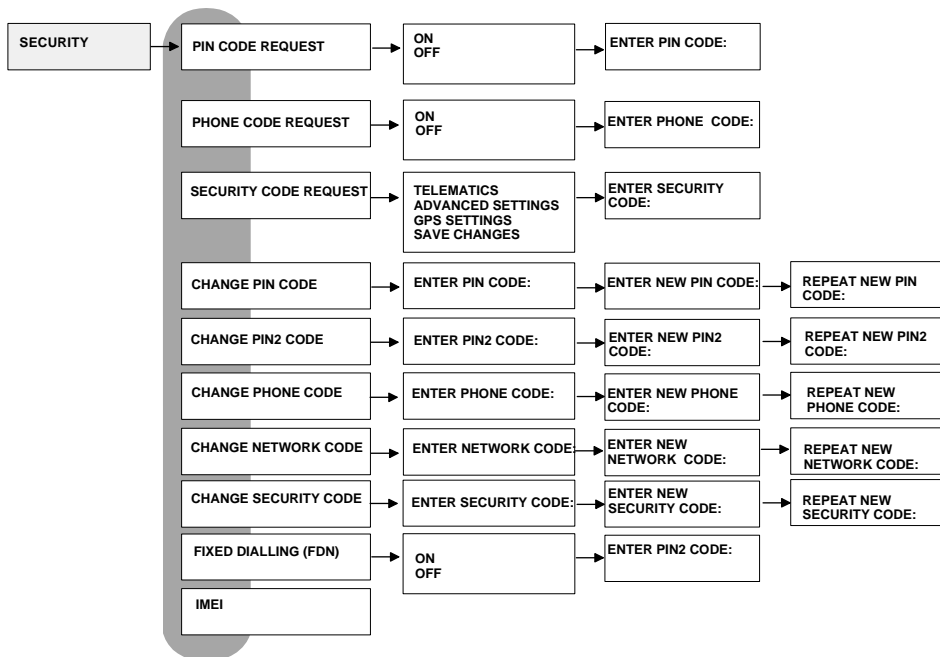
## Reset default settings

Use this option if you wish to restore **all other settings** except telematics settings to factory default settings.





Press  **OK**. Confirm your choice by pressing  **OK** again.

Another way to reset the settings to factory installed ones is to press  for a few seconds when the phone is in stand-by mode.

# SECURITY








In the **Security** menu you can change the security codes. You can also determine, whether your phone requests a code each time when the power is turned on or some specific menu is entered. Code requests are useful in a case your phone is stolen. The codes prevent your phone from being mis-used.

- Press  **SELECT** to enter the **Security** menu. Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.

## PIN code request

In this menu you can turn the PIN-code request on or off.

Current setting is displayed. If you wish to change the setting, press  **CHANGE**. Use  to turn the request on or off. Press  **OK**.

Key in the PIN code. In case of misspelling, press  **CLEAR** shortly to delete the digits left of the cursor. Press  **OK**.

After entering the correct PIN code, the text **PIN accepted** will be displayed.

Please note that some SIM cards do not allow turning the request off.

## Phone code request

The phone code is a security code, which is associated with the phone itself, not with the SIM card.




In this menu you can turn the phone code request on or off. This menu functions as the **Pin code request** menu.





## Security code request



The security code is an access code for the **Telematics** menu, **Advanced telematics settings** menu and **GPS settings** menu.

If these menus are secured with the security code, the menus cannot be accessed without keying in the code.

Press  **CHANGE**. Use  to highlight the option you want to secure. You can select all options, some of them, or none of them. Press  **SELECT**.



The selected option(s) will be marked with ✓.

In case you have already marked an option, which you do not want to secure after all, highlight that option again and press the right soft key  **OFF**. When the desired options have been marked, move the cursor to point at **Save changes** and press  **OK**.

Key in the security code. In case of misspelling, press  **CLEAR** shortly to delete the digits left of the cursor. Press  **OK**.

## Change PIN code

In this menu you can change the PIN code on your SIM card.

Press  **CHANGE**. Key in the current PIN code, then key in the new code and repeat the new code by entering it again. Press  **OK** after each level.

If the PIN code entered first matches with the PIN code stored in SIM card, and the two new PIN codes match with each other, the text **PIN code changed** will be displayed.

When changing the PIN code the PIN code request must be activated.

## Change PIN2 code

You need the PIN2 code for setting and re-setting functions in the **Call cost** menu and also for using most of the FDN phone book functions.

In this menu you can change the PIN2 code on your SIM card. This menu functions as the **Change PIN code** menu.

However if the SIM card inserted does not support the PIN2 code, the text **Feature not available on SIM** will be displayed.

## Change phone code

The phone code is a security code, which is associated with the phone itself, not with the SIM card.

In this menu you can change the phone code. This menu functions as the **Change PIN code** menu.

## Change network code

The network code is a code you need for **Call barring** and some other functions governed by the operator.

In this menu you can change the network code. This menu functions as the **Change PIN code** menu.

## Change security code


The security code is a security code for the **telematics** functions and advanced telematics settings and GPS settings.

In this menu you can change the security code. This menu functions as the **Change PIN code** menu.



## Fixed Dialling Numbers (FDN)



FDN (Fixed Dialling Numbers) is a specific phone book, in which you can store only a few numbers. The amount of numbers depend on your SIM card. Please note that you need the PIN2 code for turning the FDN on or off and also for storing, modifying and deleting the numbers in the FDN phone book. The PIN2 code is supplied by your network operator.

When the FDN is turned on in the menu, you can call only to those specific phone numbers which have been stored in the FDN phone book or to those phone numbers which start with the same number you have stored in the FDN phone book (e.g. if you have stored the prefix 040 in FDN phone book, you can call to numbers which start with 040).

However, by storing a switchboard number with wild characters in the FDN phone book (e.g. +358 277?00), you can call to its sub-numbers without separately storing them in the phone book. The sub-number allowed is otherwise the same as the number stored, except for the wild characters, which can be replaced by any number. The wild character alias ?-character will be displayed when pressing the  -key four times.

The FDN function is very useful in case you wish to lend your phone to someone.

To change the current FDN setting, press  **CHANGE**. Select **On** or **Off** with . Press

 **OK**. Key in the PIN2 code and confirm the code by pressing  **OK**.

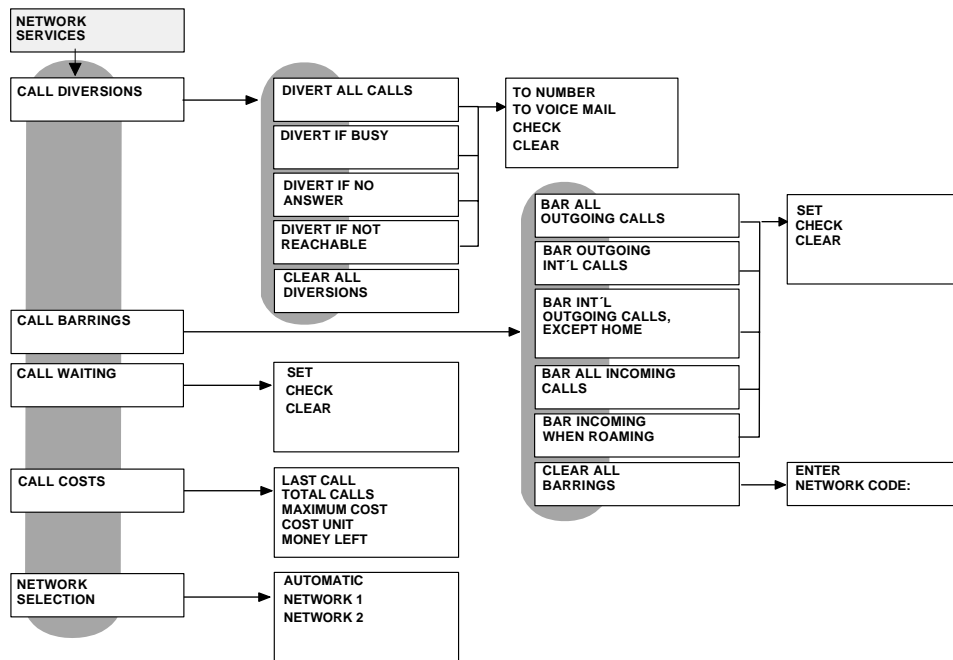
## Phone serial number (IMEI)

This menu contains an IMEI (International Mobile Equipment Identity) code, which is used to identify your mobile phone.

Your 15-digit IMEI code is also located in the type label of the phone.

You cannot change the IMEI code.

# NETWORK SERVICES



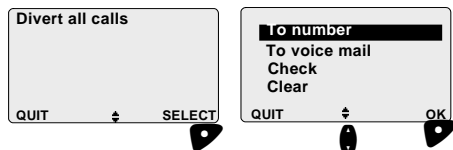
- Press **SELECT** to enter the **Network services** menu. Scroll through the sub-menus with **↓**.
- Press **QUIT** to cancel the operation and return to previous menu level.
- Press **⏏** to return to stand-by mode. This can be done at any menu level.

## Call diversions

Press **SELECT** to enter the **Call diverts** menu. Use **↓** to scroll through the sub-menus.

Press **QUIT** to cancel the operation and return to previous menu level.

## DIVERT ALL CALLS








By pressing **SELECT** you enter the sub-menu where you can determine whether you wish to divert the calls to another phone number or to a voicemail service. You can also check if divert is turned on and disable diversion.


Select the option with **↓** and press **OK**.

### To number

Key in the phone number to which your calls will be diverted. Press **OK**. If you have stored the needed phone number in your phone book, you may also recall it from there.

If you recall the number from phone book, press  **SEARCH** and  **READ**. Scroll through the phone book with  and select the number, to which the calls will be diverted. Press  **SELECT** and  **OK**.

**Please wait...** will be displayed. If the operation is successful, the text **Service active to +358277400** will appear in the display. If the number (to which the calls are diverted) is stored in phone book, the name is displayed instead of the number (e.g. **Service active to Benefon**).

As a sign of diverting **all** calls, an arrow () will be displayed in the upper side of the display when the phone returns to stand-by mode.

## To voice mailbox

To divert calls to a voice mail service, first make sure you have stored the voice mailbox number in the **Messages** menu, under **Message setup**. **To voice mailbox** option functions as **To number** option.

## Check

Use this option if you wish to check whether the **Divert all calls** feature is turned on and to which number the calls are diverted.

## Clear

Use this option if you wish to clear, i.e. turn off the **Divert all calls** feature.

## DIVERT IF BUSY

The call will be diverted when the phone is busy. This menu functions as the **Divert all calls** menu.



## DIVERT IF NO ANSWER

The call will be diverted when you do not answer it after certain number of rings. This menu functions as the **Divert all calls** menu.

## DIVERT IF NOT REACHABLE

The call will be diverted when the phone is outside the network coverage area or is turned off. This menu functions as the **Divert all calls** menu.






## CLEAR ALL DIVERSIONS

Use this option if you wish to clear all diversions. Press  **OK** and confirm your choice by pressing  **OK** again.

## Call barrings

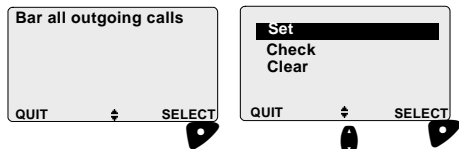
In this menu you can bar outgoing and incoming calls. Please note that call barring also affects call diversion.

The call barring option is usually a network feature and you need the network code for turning it on. The network code is delivered to you by the operator when the barring service is subscribed.

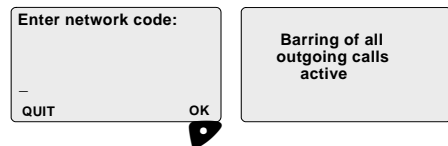
- Press  **SELECT** to enter the **Call barrings** menu. Scroll through the sub-menus with . Select the desired sub-menu by pressing  **SELECT**.
- Press  **QUIT** to return to the previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.

## BAR ALL OUTGOING CALLS

With this option you can bar all outgoing calls, so you can only receive incoming calls.



1. Press **SELECT** to enter the editing list, where you can set, check or clear the barrings.
2. Select one of the functions with and press **SELECT**.



3. If you have selected either **Set** or **Clear**, you are also assumed to key in the network code and press **OK**.

4. When the barring is turned on properly, the text **Barring of all outgoing calls active** will be displayed.

## BAR OUTGOING INTERNATIONAL CALLS

With this option you will bar all outgoing international calls. You can make domestic calls and receive both domestic and international calls.

This menu functions as the **Bar all outgoing calls** menu.

## BAR INTERNATIONAL OUTGOING CALLS, EXCEPT TO HOME COUNTRY

With this option you will bar all outgoing international calls, except calls to your home country.

You can also make domestic calls and receive both domestic and international calls.



This menu functions as the **Bar all outgoing calls** menu.

### **BAR ALL INCOMING CALLS**

With this option you can only make calls not receive them.

This menu functions as the **Bar all outgoing calls** menu.

### **BAR INCOMING CALLS WHEN ROAMING**



You can receive calls only when you are within the area of your own network operator.

You may need this option when you are roaming because many network operators and service providers charge for receiving calls when you are roaming.

This menu functions as the **Bar all outgoing calls** menu.






### **CLEAR ALL BARRINGS**

With this option you can clear all barrings at once.

Press  **SELECT**, key in the network code and press .

### **Call waiting**

If a call is in progress and you have an incoming call, the network will notify you.

- Press  **SELECT** to enter the **Call waiting** menu where you can set, check and clear the function. Move with  and confirm your choice by pressing .
- Press  **QUIT** to return to the previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.






Call waiting is a network feature.

## Call cost

This menu contains information on the call charges. It also provides options for resetting the charge counter and setting a charge limit for calls. These options are useful, especially when the user is not the subscriber.

The Call cost is a network feature. In order to use some of these options, you need to have a specific SIM card as well as a PIN2 code. For further information on these charging services, please contact your network operator.

If the **Call cost** feature is not enabled on your SIM card, you cannot enter the **Call cost** menu at all.


- Press  **SELECT** to enter the **Call cost** menu.
- You can select one of the options with . Press  **SELECT**.
- To cancel the operation and return to the previous menu level, press  **QUIT**.
- Press  to return to stand-by mode. This can be done at any menu level.

## LAST CALL COST

Use this option if you wish to check the cost of the last call.

- Last call counter value is displayed in currency if you have determined price for unit and set value for currency in the **Cost unit** menu.
- Otherwise the last call counter value will be displayed in units.

The counter value of the last call will be reset automatically, when a new call attempt is made.

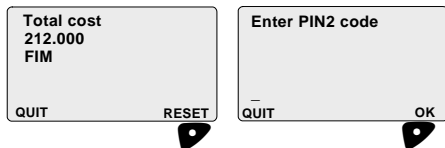
Press  **QUIT** to return to the previous menu level.

## TOTAL CALLS COST

Use this option if you wish to check the cost of all preceding calls including the last call. Counter value for total calls is displayed in currency if you have determined currency and set value for unit price in the **Cost unit** menu. Otherwise the total calls counter val-

ue will be displayed in units. You can also reset the counter.

### Resetting the cost of all calls



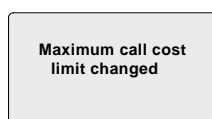
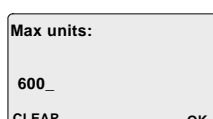
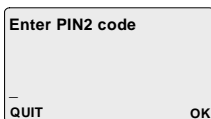
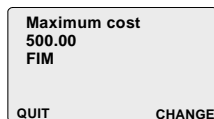
1. Press **RESET** to reset the counter.
2. Key in the PIN2 code and press **OK**.
3. The text **Cost counter reset** will be displayed.
4. If you do not want to reset the counter, press the left soft key until you return to the previous menu level.




### MAX. COST

Use this option if you wish to view, set or change the credit limit for total calls.

If the counter reaches the limit during a chargeable call, the call will be terminated. As soon as the limit has been exceeded, only emergency calls and other non-chargeable calls can be made. If you try to make or receive a chargeable call under these conditions, the text **No money** will be displayed.

If you wish to find out when the cost of your calls is about to reach the limit, you may subtract the total calls cost from the maximum cost. E.g. if the maximum cost is set to 500.00 FIM and the total calls counter shows that you have already spent 300.00 FIM, it means you still have 200.00 FIM to spend for calls.



1. The maximum credit that can be used for chargeable calls is shown. The credit limit for total calls is displayed in currency if you have set value for unit price in the **Cost unit** menu. Otherwise the credit for total calls will be displayed in units.
2. If you wish to set or change the limit, press  **CHANGE**.
3. Key in the PIN2 code and press  **OK**.
4. If the limit has been set previously, the current setting is shown here. If you wish to change the limit, key in the new limit value and press  **OK**. In case the limit is set to zero (0), it is assumed that there is no limit in use.
5. When the limit value is set properly, the text **Maximum call cost limit changed** will be displayed.

## COST UNIT

Charging information is calculated and stored as charging units. Units are independent of any currency.


Use this option if you wish to read and set price for unit. After completing the setting, the call cost information will be displayed in currency instead of units.

<b>Price/Unit</b> <b>FIM 2.000</b> <b>QUIT</b> <b>CHANGE</b>	<b>Enter PIN2 code</b> _____ <b>QUIT</b> <b>OK</b>
--	--

1. If you wish to set or change the price per unit, press **CHANGE**.
2. Key in the PIN2 code and press **OK**.

<b>Enter unit price:</b>  1.000_ <b>CLEAR</b> <b>NEXT</b>	<b>Enter currency:</b>  FIM_ <b>CLEAR</b> <b>OK</b>
--	--

3. Press **CLEAR** to delete the characters left to cursor. Key in the desired price per unit. To add a decimal point, press **.**. Press **NEXT**.
4. The price per unit depends on your operator. The price per unit can be set higher than the actual charge, so that all the extra costs will also be covered. In case the price per unit is set to zero (0), this feature is not in use.
5. Key in the desired currency, in which the charges will be displayed. Use a 3-letter abbreviation for the currency. By using **←** you can move the cursor to point at the first letter of the abbrevia-

tion. Press  **OK**. Confirm your choice.

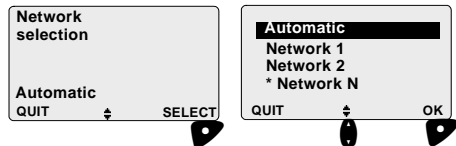
Converting the unit of currency may cause minor inaccuracies in the result displayed. However, rounding the number does not affect counter values, which are stored in units.


## MONEY LEFT

Use this option to check the amount of money you have left.

The amount is displayed in currency if you have set value for unit price in the **Cost unit** menu. Otherwise the amount will be displayed in units.

## Network selection



In this menu you can select the network you wish to use. The current setting is displayed. By pressing  **SELECT** the phone starts scanning available networks. After that, a list of available networks will be displayed.

If you select **Automatic**, the phone selects the most suitable allowed network for you.

When travelling abroad use of the **Automatic** is recommended.

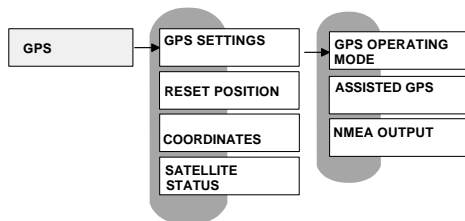
If you select any of the named networks, the network selection mode is changed to manual and the phone always tries to connect with the chosen network. If the chosen net-

work is not available, the list of available networks will be displayed.

Select the desired option with **0** and press **OK**. The phone will register with the chosen network.

The \* indicates that use of the operator is not allowed. If you choose this operator, you can only make emergency calls.

## GPS



- Press **SELECT** to enter the **GPS** menu. Scroll through the sub-menus with **0**.
- Press **QUIT** to cancel the operation and return to the previous menu level.
- Press **BACK** to return to stand-by mode. This can be done at any menu level.

## Positioning the GPS antenna

The antenna needs to have an unobstructed view of the sky. The weak signals sent by the GPS satellites do not penetrate solid objects, such as people, large buildings or heavy tree cover.





The GPS receiver can be turned on even when the antenna is not lifted. Important is that the GPS receiver must not be covered.

The external GPS antenna can be used to receive GPS signals even when the phone's own GPS antenna is unable to see satellites. The external GPS antenna is an accessory, which is sold separately.



Lifting the GPS antenna to an upright position


## GPS settings



- Press  **SELECT** to enter the **GPS settings** menu.
- Scroll through the sub-menus with .
- Press  **QUIT** to cancel the operation and return to previous menu level.
- Press  to return to stand-by mode. This can be done at any menu level.



The **Telematics** (functions), **Advanced telematics settings** and **GPS settings** can be secured by a security code. For further information about the code, please see the chapters *Introduction*, *Vocabulary*, *Security code* and *Main menu*, *Security*, *Security code request* and *Change security code*.

## GPS OPERATING MODE

The current operating mode is displayed. Press  **CHANGE** to enter the **GPS operating mode** menu.

Scroll the list with . Select the operating mode by pressing  **OK**.

The GPS operating mode specifies how often the GPS tries to update the current position. You have different operating modes to choose from. However, note that all the GPS modes described below are not available in all phone models.

- **Full power:** You can turn the GPS on to search for satellites (calculate position) frequently. Using this mode consumes



more power than the other modes but it has the best accuracy and works better in limited satellite coverage. It is recommendable to use this option if the phone is attached to the quick charger or car kit.





- **Low power:** The satellites are read at slightly longer intervals. While this mode has very low power consumption, it may not be so reliable in limited satellite coverage.
- **Economy:** Reading satellites is adapted to the present circumstances and optimized according to the power consumption. Interval for reading satellites might be quite long and irregular. However, the interval can be adjusted by the service provider.
- **GPS off:** You can turn the GPS off. While the GPS is off, the satellites will not be read and the position will not be calculated and updated.
  - If the GPS is turned off and you try to *send position* or *send an emergency message*, the position sent is your old,



last calculated position. To make sure, the position represents your current whereabouts, refresh the position before sending by selecting **Position refresh** in the quick menu.

## ASSISTED GPS (AGPS)

In this menu you can specify settings for ordering assisted GPS information from a service provider. The AGPS contains ephemeris information from a given number of satellites. It is used for speeding up the initial position fix. The AGPS information may also help in finding satellites and getting position in difficult conditions.




Press  **SELECT** to enter the **Assisted GPS** menu. Select an option with .

- **SMS number:** Press  **CHANGE** and key in the SMS number of the AGPS service. By pressing  **SEARCH** you can also recall the number from your phone book. When ready, press  **SAVE**.
- **Number of satellites:** Press  **CHANGE** and

select with  the number of satellites. However, please note that the more satellites selected, the better the accuracy but the higher the charge. When ready, press  **OK**.

## NMEA OUTPUT

In this menu you can turn the NMEA output on or off. This phone supports the NMEA protocol, which is used for transferring position data between the phone and some navigation systems, e.g. a map software. For the connection you also need a separate NMEA cable, which is sold as an accessory.

Press  **CHANGE** to enter the menu. Highlight the desired option with  and press  **OK**.

- By selecting **Off**, you will turn the NMEA output port off.
- By selecting a transferring speed you will turn the NMEA output on.

When the NMEA output is turned on, the phone will consume slightly more power.

## Reset position

In this menu you can reset the position information stored in the phone. Resetting is useful if the GPS has trouble reading and calculating your current position: this could happen in case the position has changed quite a lot since it was last read. When resetting position, the GPS must be turned on.

Press **SELECT** to enter the **Reset position** menu. Confirm the reset by pressing **OK**.

After a successful operation, **Position reset** will be displayed.

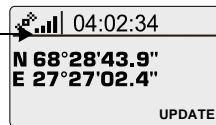
## Coordinates

Press **SELECT** to enter the coordinates menu.

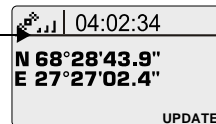
The display will show the latest position if it is less than 60 minutes old. A time difference to current is displayed on the upper row of the display.

Note, that the latest known position will be send with protocol messages no matter how old it is.

The **satellite symbol** indicates the accuracy of the position, i.e the more bars the better position.




If the GPS is in **Economy** mode, and it has previously searched and found position, the position is indicated with thin bars.



If the GPS is turned off, position cannot be viewed.

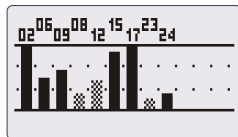
By pressing **UPDATE**, you can try to update the position at once.

## Satellite status

Press  **SELECT** to enter the satellite status menu. The satellites displayed in this menu indicate the amount and status of individual satellites.

If the GPS is in **Economy** mode, the satellite status for previously searched and found position is displayed for a few seconds, after which it disappears.

If the GPS is turned off, the satellite status cannot be viewed.

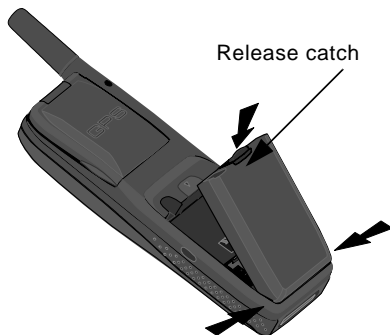


The higher the satellite bar, the stronger the signal.

Only satellites with black bars can be used for navigation.

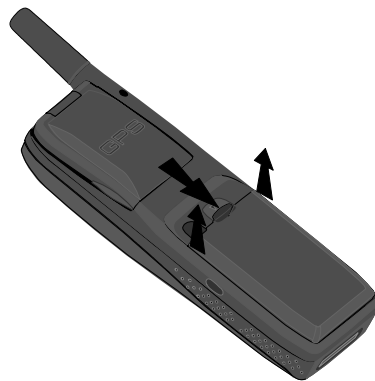
## BATTERY

### FITTING THE BATTERY



1. Place the bottom of the battery into the corners at the bottom of the phone.
2. Push the battery into the phone until it locks into place.
3. Make sure the release catch has clicked into place.

### REMOVING THE BATTERY



Push the release catch downwards and pull the battery carefully away from the rear of the phone.

## BATTERY TYPES AND SIZES

The batteries available for this phone are:

- Li-Ion 900 mAh
- Li-Ion 1200 mAh.

Please note that the battery type may vary depending on the market area and sales package. In unclear cases, you may check the battery compatibility with the dealer.

## TEMPERATURE

Batteries function best at room temperature (+20°C).

At temperatures below 0°C, use a battery which is freshly recharged.

At temperatures below -25°C the battery will not supply power and the phone cannot be used. Upon warming up, the phone will function properly again.

Use of the phone is prevented at temperatures above +60°C to ensure equipment

safety. After cooling off, the phone will function properly.

At room temperature (+20°C) the Li-Ion battery loses more than 15% of its capacity in a month. During the first two days the loss of a capacity is usually several percent.

Higher temperatures will accelerate the discharging process.

## EMPTY BATTERY

The battery symbol and the bar are shown in the display. The amount of graph segments in the bar graph shows how full the battery is.

When the battery is almost empty a beep is heard and the text **Battery low** will be displayed.

When the battery is totally empty the power will turn off. Charge the battery or replace it with a recharged battery.

## MAINS CHARGER

The mains charger available for this phone is quick charger CMA-70-230 with its cable FMC-70.

The mains charger should only be used indoors. Make sure that the voltage in the country which you are staying corresponds to the voltage (230 V) of the charger.

When charging, connect the charger (round) end of the cable into the charger and lock it by turning it half a turn clockwise. Plug the square end of the cable (with the arrow facing up) into the left side of the bottom connector on the phone.

Plug the charger into a mains outlet. Charging will start automatically.

The mains charger is usually provided with the phone, but is also available from the assortment of Benefon accessories.

Other charger types are introduced in the chapter *Accessories*.

## CHARGING

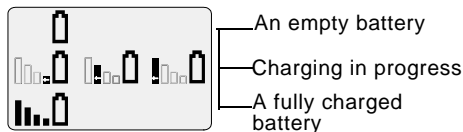
When you start using the phone for the first time, you should **charge the battery first**. Please note that the battery will reach its full capacity only after two or three charging times.

The phone controls the charging status, battery temperature and power supply during the charging operation.

The phone will turn on when the charger is connected. However, when charging a totally empty battery, the phone might not turn on immediately.

The phone and the battery can be left in the charger even for several days without any fear of damage.

The ideal temperature range for charging is +10°...+30°C. If charging the battery above or below these temperatures the life of battery may be shortened. Also, the battery may not reach full capacity.



When charging, the display will alternately show the bar graph segments rolling one by one from one side to another.

When the battery is fully charged, the charging status will remain on the display.



Please note that in case you change the battery to another battery, we cannot guarantee that the battery indicator (🔋) will show the right state of charge automatically. To reset the battery indicator to correspond with the "new" battery, you must charge the "new" battery until it is full.

## Charging times

Charging time depends on what kind of a charger and a battery you have in use. E.g. when charging the Li-Ion batteries with the quick charger, about 70% of the battery capacity will be charged quickly, but charging the remaining 30% takes relatively more time.

Also please note that the following charging times are approximate, and measured at room temperature (+20°C) with the GPS turned off.

- about 2...3 hours with an empty Li-Ion battery, size 900 mAh
- about 2,5...3,5 hours with an empty Li-Ion battery, size 1200 mAh

When connecting the phone to a charger or a carkit you can switch the GPS from economy/low power to full power by pressing  when requested. If you ignore the action or press , the GPS power mode will not be changed.



The charging will take considerable more time if the GPS is turned on to full power while charging.

## CARE AND MAINTENANCE

Note that if you use an old battery, the continuous operating time is less than when using a new battery.

The battery must be cared for and stored properly to ensure that the battery reaches and maintains the fullest possible capacity. Proper care and storage also guarantee maximum battery life.

Sometimes a new or a long-stored battery has a voltage so low that the phone will not turn on immediately after you have fitted the battery. Wait and the phone will turn on after a few moments.

When storing batteries for a long time, it is recommended that the batteries are kept cool and fully charged in a dry place.

**Also please follow these safety regulations (apply to batteries in use as well as batteries taken out of use):**

- Protect the battery from heat. High temperatures may damage batteries. Do not warm up the battery or use it near a fire.
- Do not open the battery by yourself or pierce holes in it.
- Do not drop, knock, twist or shake the battery or otherwise handle the battery roughly.
- Do not wet the battery or immerse it in water.
- Charge and recharge the battery only with the charger specified in the manual. Use the battery only for the purpose it is intended.
- Only allow service personnel authorised by Benefon to service your phone.

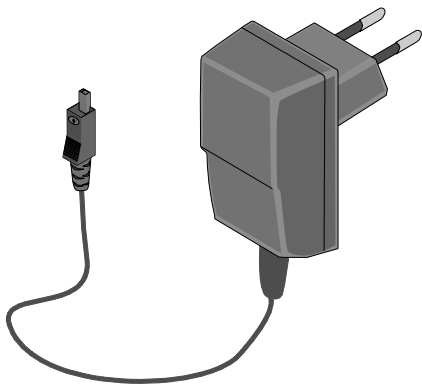
## **DISPOSAL**

Li-Ion batteries do not contain heavy metals which can damage the environment. Li-Ion batteries should be disposed of according to the country-specific regulations.

## ACCESSORIES

This is a short introduction about the accessories available for this phone. You may also check [www.benefon.com](http://www.benefon.com) for a complete list of accessories.

### MAINS CHARGER CMA-70-230



The mains charger available for this phone is quick charger CMA-70-230 with its cable FMC70.

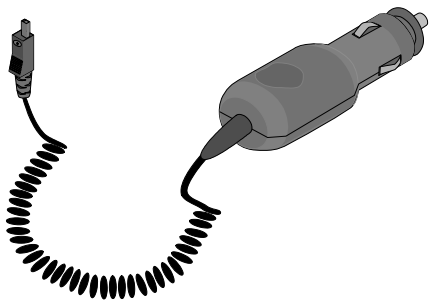
The mains charger should only be used indoors.

Make sure that the voltage in the country which you are staying corresponds to the voltage (230 V) of the charger.

When charging, connect the round end of the cable into the charger and lock it by turning it half a turn clockwise. Plug the square end of the cable (with the arrow facing up) into the left side of the bottom connector on the phone.

Plug the charger into a mains outlet. Charging will start automatically.

## **CIGARETTE LIGHTER CHARGER CCS-71-12**



You can charge the phone battery with the cigarette lighter charger using your vehicle's cigarette lighter.

Plug the charger into the cigarette lighter outlet in the vehicle and into the socket at the bottom of the phone. Charging will start automatically. The charger takes its power from the vehicle battery.

## **PORTABLE HANDS FREE EHE70**

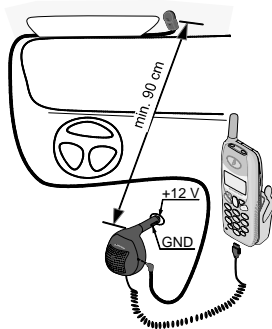


The portable hands free kit is designed to make the use of the phone easier in various working situations.

When you use the earpiece and microphone, you can make and answer phone calls and work with your hands at the same time.

This light weight accessory also comes with an adjustable clothes clip.

## PLUG-IN HANDS FREE GMA70



With the plug-in hands free car kit, using the phone is easier and safer while driving.

This portable car kit needs no permanent installation. This makes it easy to install: all you need to do is to plug the car kit into the cigarette lighter outlet in the car and into the bottom connector of the phone.

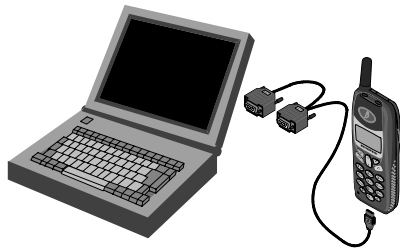
Make sure the microphone is placed in an audible position.

With the plug-in hands free car kit you can also charge the battery of your phone by using your vehicle's cigarette lighter.

## LIGHT HOLDER KGC77

The light holder holds your phone steadily in place when you are driving. The holder is also very useful when, for example, you are charging the battery with the cigarette lighter charger.

## BENEWIN (NMEA)



The BeneWin (NMEA) package includes BeneWin Pro software, modem drivers, and NMEA 0183 cable (with data and NMEA adapters).

**BeneWin Pro** is a PC-based program that allows you to access the memory data of your phone. With the help of BeneWin Pro, you can also compose your own alert tone for your phone.

Using the BeneWin Pro and a PC, you can easily edit, read and save the phone book, phone settings, short messages, environments, and calendar data.

The BeneWin Pro also includes some additional functions, such as settings for maps, routes, and waypoints as well as settings for telematics. It depends on your phone model whether you can use these functions or not.

With **the data adapter** you can connect the phone to a computer and transfer BeneWin-based data between a PC and your phone.

You do not need a separate modem for using this equipment. **The modem drivers** included in the BeneWin (NMEA) package offer you access to your email, fax and Internet. By using the modem drivers with the data adapter you can, e.g. check your email or surf in the Internet, assuming an Internet browser has been installed in your computer (a browser is not included in the package).

**The NMEA 0183 adapter** is used for transferring position data between the phone and some navigation systems (e.g. a map software). A map software is sold separately, it is not included in this package.

## EXTERNAL GPS ANTENNA



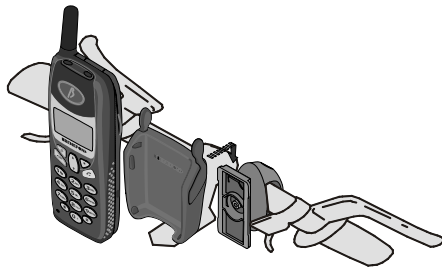
The external (active) GPS antenna can be used when reliable satellite signals for navigation are needed. In addition for being more powerful than the regular GPS antenna, it can also be placed as far as five meters away from the phone. This way, it can be placed for example on the roof of a car or a boat. The antenna can be attached to a backbag strap, as well.

*Important:* using other than Benefon's own external GPS antenna can break the phone's own GPS antenna or connector.

## CROSS-COUNTRY ANTENNA

The cross-country (power) antenna can be used to replace the regular GSM antenna. It is useful in areas where the GSM network signal strength is weak.

## BICYCLE HOLDER



The bicycle holder holds your phone steadily in place on the handlebar of your bicycle so your phone can easily be viewed while riding.

## **BELT BAG**

The belt bag can be used for carrying the phone. The belt bag also protects the phone from impacts.

The belt bag can be fastened to e.g. a belt or a backbag for easy carrying.



# **APPENDIX**

## **CARE AND MAINTENANCE**

- Dust and dirt may damage the moving parts of your phone. Do not use or keep the phone in dusty or dirty surroundings.
- Protect the phone from heat. High temperatures may shorten the life of the electronic devices, melt or warp plastics and damage batteries. Do not use the battery near fire.
- Only allow service personnel authorised by the dealer to service your phone. Do not open the phone or battery by yourself.
- Charge and recharge the battery only with the charger specified in the manual. Use the battery only for the purpose it is intended.
- Rough handling may break the circuitry inside the phone. Do not drop, knock or shake the phone or its battery.

- Keep the phone dry. Liquids contain minerals which could corrode electronic circuits. If the phone gets wet, turn it off and dry the phone and the battery immediately. Put the phone into an upright position and let it dry. It is recommended that a dealer or service personnel check that the phone functions properly.
- Clean the phone with a soft cloth, dampened slightly with mild soapy water. Do not clean the phone with harsh chemicals, solvents or other corrosive substances.

## **PROBLEMS YOU CAN SOLVE**

### **If the phone will not turn on**

Make sure that,

- the battery is correctly in place
- the battery is not totally empty
- the battery contacts are clean.

## Blocked SIM card

If the PIN code has been entered incorrectly three times in a row, the PIN code will be locked. To unlock the code you must enter the PUK code.

If you fail to enter the correct PUK code within ten attempts, your SIM card will be permanently blocked. In this case the text **Card blocked** will be displayed. Contact your network operator to get a new SIM card.

## If you lose your SIM card

Contact your network operator to invalidate the card and get a new one. A lost card can be misused, if you have disabled the PIN code request option.

Even though you find the lost card later, it cannot be used if it has once been invalidated.

## If your phone gets lost

Contact your network operator immediately and let them know the IMEI code to prevent the unauthorized use of the phone.

You find the 15-digit IMEI code easily from the type label of the phone. It is recommended to write down the IMEI code and store it in a safe place right after you have bought the phone.

Let the network operator know if the SIM card was in the phone. If the phone has been stolen, notify the police.

## If your phone does not function

Make sure that,


- your phone is turned on
- you are in the network operator's coverage area

- the malfunction is not caused by the **Call barring** or **Call diversion** options
- the SIM card is correctly inserted and it is not damaged
- the SIM card has not been invalidated.

## If you cannot read, store or modify information in phone book

The FDN phone book might be in use. You need the PIN2 code for turning it off. For further information about the FDN phone book, please see the chapters *Menu*, *Security*, *Fixed Dialling Numbers (FDN)* and *Memo*, *Phone book*.

## Language

If the language of the phone has changed for some reason, pressing  for five seconds will change the language to English.

At the same time the settings will be reset to the factory ones. Use of this key does not affect the contents of the phone book entries.

## "Searching..."

The message **Searching...** is displayed. You are outside the network operator's coverage area. You are in a "shadow area" where signal strength is too weak for radio communication.

In any unclear situation, you are always welcome to contact your dealer, an authorized Benefon service centre or the network operator.



# OTHER CHARACTER SETS

This guide includes some additional information and specifications applying to the Benefon Track One phone model sold in some market areas.

## GENERAL INFORMATION

With this phone model it might be possible to use other character sets, e.g. hebrew, greek, or cyrillic. Other character sets are available in the normal text input mode, i.e. the spelling mode.

When writing text with **the T9 text input** mode, the character set is determined according to the chosen T9 language.

Also note that the maximum amount of characters in one message is limited.

If you write a long message so that you mainly use these other character sets, the message will be sent in several packages

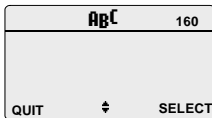
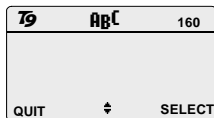
(i.e. the charge of this message might be increased).

Characters from different character sets can be mixed in one word or message.

Other character sets can be used whenever alpha keys are normally available, with functions such as:

- Short messages
- Phone book
- Calendar
- Environments.

## CHANGING CHARACTER SET



When the **T9** is turned on, **T9** is visible.  
When the **T9** is turned off, **T9** is invisible.

1. First turn the T9 mode off by pressing **1**, while the character form is in alpha mode (i.e. **ABC**).



Press and hold for  
1-2 sec.



2. Enter the character set menu by pressing **#** for a few seconds.

3. Highlight the desired character set with **↓** and press **OK**.

- **Direct access to numbers:** Press **123** until **123** is displayed.
- **Always key in number 1 as follows:** Press **1** until the character form is switched to **123**. Press **1**.
- **Always key in number 0 as follows:** Make sure, the T9 is turned off. Press **0**.
- **Direct access to special characters:** Press **0** for a few seconds. Scroll through the selection with **↓** and press the corresponding key when the desired character is displayed.

For further information, please see the chapter *Memo, Alpha keys* in the *Benefon Track One Owner's Manual*.

## CYRILLIC CHARACTERS

[illegible]